



The #1 Unofficial PlayStation Magazine **ADDITIONAL ZIFF-DAVIS**

Now Playing: Resident Evil Director's Cut



**First
Look**

**Mortal Kombat
Mythologies: Sub-Zero**

PSX

Featured Inside:
War Gods, Castlevania,
Test Drive 4, Tobal 2,
MLB '98, Ace Combat 2,
Jersey Devil, Wild Arms

**STAR
WARS**
FIGHTING GAME!




**It's Not Wise
to Punch a
Wookiee**

Madden 98

August 1997
\$3.99 U.S./\$5.50 Canada



**EA SPORTS Busts
Out Their Best
Football Sim Ever**

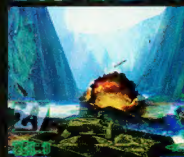
A small, dark-colored tank is shown driving across a vast, undulating landscape of orange sand dunes. The tank is positioned in the lower-middle ground, leaving a dark trail behind it. The dunes are smooth and flowing, with the warm orange light of the setting or rising sun casting long, soft shadows. The sky above is a deep, clear blue.

99 bullet-riddled bodies on the wall,
99 bullet-riddled bodies,
take one down, pass it around,
98 bullet-riddled bodies on the wall.
98 bullet-riddled bodies...

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Madden NFL 98



VS.



first and goal! That's right, the dawn of football season is upon us, and it's without a doubt my favorite time of the year. I'm not only excited about the action that is going to take place on the field, but I am also psyched about the battle EA Sports and Sony Interactive Studios are going to wage when Madden NFL 98 and NFL GameDay '98 go head-to-head for the first time in PlayStation history.

The first year the PlayStation came out, EA Sports didn't bring out Madden for the PS—causing many devout Madden fans to toss their controllers against their living room walls while others simply returned their PlayStation in disgust.

This left a gaping hole and the Sony Interactive Studios' GameDay team drove right through it. This game turned more than a few heads with its solid gameplay, innovative design interface and accurate ball physics. Finally the Madden franchise had some direct competition. But was it a fluke?

Madden NFL 97 sold over 500,000 copies despite some major flaws in the gameplay. The defense was suspect and there were way too many money plays. As a result, GameDay '97 with its fantasy football league

features, sped-up frame rate and innovative artificial intelligence, was crowned king of the gaming gridiron fair and square, although the game only sold around 375,000 copies.

Recently, I was the first journalist to take Madden NFL 98 for a test drive. The version I played was about 80 percent complete. I tried running all of my favorite money plays and I got stuffed. The look, feel and artificial intelligence of the game have all been upgraded and I can't wait to see a finished version. I got down 14-0 early and I battled my way back using a solid running and passing attack; I was very impressed with the new arsenal of plays on both offense and defense. It was hard to judge in the limited time I had with the game, but my early observations indicate that it will be a great game.

I've only seen screen shots of GameDay '98, so I can't give you any info on how it plays, but I expect big things from this game.

That's why this gaming football season will be so exciting. Acclaim will also enter the race with Quarterback Club '98. We'll have more next month. Enjoy the issue!

Todd Mowatt
Editor in Chief

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Going Postal

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CROC IS JUST ONE OF THE MANY THINGS THAT YOUR FELLOW GAMERS HAVE BEEN ASKING ABOUT. SEE WHAT ELSE THEY HAVE ON THEIR MINDS THIS MONTH.



P.S.X. News

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PARAPPA THE RAPPER WILL BE IN YOUR HOUSE AS SONY HAS DECIDED TO BRING THE GAME TO THE U.S. IN THE FALL.



P.S.X. Rated

18

OUR EXPERT REVIEW CREW HAS BEEN JAMMING ON SEVERAL GREAT GAMES THIS MONTH, INCLUDING CASTLEVANIA AND WCIV.



P.S.X. Sports

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THIS MONTH WE KICK OFF OUR EXTENSIVE FOOTBALL COVERAGE WITH A LOOK AT SONY'S GAMEDAY '98.



Now Playing

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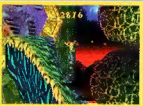
IT'S NOT HARD TO TELL THE SLOW DAYS OF SUMMER ARE UPON US, BUT WE TAKE A LOOK AT ACE COMBAT 2 FROM NAMCO ANYWAY.



Under Construction

46

THERE ARE A NUMBER OF GREAT GAMES COMING YOUR WAY IN THE NEAR FUTURE INCLUDING G-POLICE AND PANDEMONIUM! 2.



P.S.X. Strategy

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WE'VE GOT PART 2 OF OUR WILD ARMS STRATEGY GUIDE. IF YOU ARE HAVING TROUBLE WITH THIS GAME, LET US HELP YOU OUT.



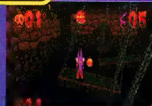
Tricks of the Trade

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DON'T MISS OUR EXPANDED TRICKS SECTION THIS MONTH. OUR TRICK GURU HAS SOME AWESOME WAR GODS TRICKS.



JERSEY DEVIL



Wild Arms



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Madden NFL 98

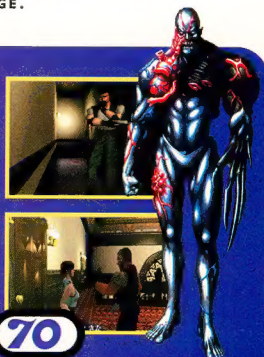


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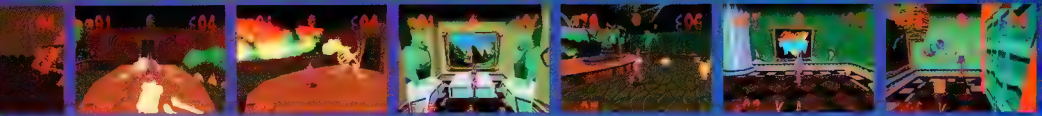
THE BEST-SELLING FOOTBALL GAME OF 1996 IS BACK AND IT'S BETTER THAN EVER. OUR EIC WAS THE FIRST JOURNALIST TO PLAY THIS YEAR'S GAME. FIND OUT WHAT IMPROVEMENTS HAVE BEEN MADE IN OUR EXCLUSIVE MADDEN COVERAGE.

Resident Evil: Director's Cut

CAPCOM IS BRINGING OUT THIS NEW VERSION OF THEIR BEST-SELLING GAME TO GET YOU IN THE MOOD FOR RESIDENT EVIL 2. FIND OUT JUST HOW DIFFERENT THIS VERSION IS FROM THE ORIGINAL AND WHAT IT HAS TO OFFER. AN ADDED BONUS TO THIS NEW VERSION INCLUDES A PLAYABLE DEMO FOR RESIDENT EVIL 2.



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MK MYTHOLOGIES: SUB-ZERO



48

THIS IS NO ORDINARY FIGHTER! WE HAVE EVERYTHING YOU'LL NEED TO KNOW ABOUT THE NEWEST MK TITLE.

STAR WARS: MASTERS OF TERA'S KASI



52

HAVE YOU EVER PUNCHED A WOOKIEE? WITH THIS AWESOME NEW FIGHTING GAME YOU'LL HAVE YOUR CHANCE.

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GOING POSTAL



Wanna learn anything and everything there is to know about your favorite video game system? Drop us a line:

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PSX

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Batman & Robin is coming for the PS.



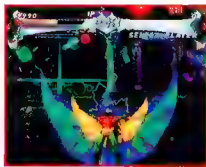
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NaNaNaNa Batman

I am a huge Batman fan and I have always collected the video games, comic books and whatever else I can get my hands on. The only problem is all of the video games except Batman & Robin for the Sega Genesis have sucked. The latest game, Batman Forever for the PlayStation by Acclaim, was worse than the Super Nintendo version. I don't want to sink another \$60 to \$70 into another Batman & Robin game only to find out on the back end that I have wasted my money for a

useless piece of...
(edited for good taste, pardon the pun).
Jocelyn Arnotte
Lakeland, FL

Tell us how you really feel, Jocelyn. Don't hold anything back. I agree with you that the last few Batman games have been less than stellar, and for the most part, many of them would fit in the "wouldn't use them to level a table" criteria and yes, we are being kind. While there were some problems associated with Batman Forever that I won't go into, suffice it to say that this next Batman game will be much improved. We've seen some early screen shots and the folks at Acclaim have been working on getting their house in order. I know you're wondering what happened with The Crow: City of Angels. We were wondering too, but were told that was the last of the old deals. All I can say is wait for our review of the game that should appear in our October or November issue, and we will tell it like it is. You can base all of your buying decisions on our review. Until then, we have some coverage of the game in this issue and you can find more on this game and any other PlayStation game on our Web site at www.videogamespot.com.



Big-Time Mistake?

I've been a P.S.X. reader since last October. I very much enjoy your magazine. I thought your magazine was perfect—until I bought the May '97 issue. I've always been a Mega Man fan ever since the Blue Bomber showed up in '87. So, I bought your May issue, hoping to score some easy victories by using the Mega Man 8 strategy guide. Well, much to my surprise (or dismay, take your pick), I found it to be VERY inaccurate. The weapons used on the Bosses were off.

VERY off. The Flame Sword was used TWICE: once on Frost Man and again on Search Man. The same went for the Flash Bombs. They were used on Astro Man and Sword Man. I really thought you guys would have done your homework and tested your findings. To help my fellow gamers who are blind enough to still be following your "guide,"

I'll set you straight.
Tengu Man: Ice Wave
Frost Man: Flash Bombs
Astro Man: Homing Sniper
Sword Man: Water Balloon
Dr. Wily: Mega Buster (Laser Shot)
I know you weren't totally off, and I hope I don't come across as some smart-alecky know-it-all. Just PLEASE, take more care in your research.
CannonFuse@AOL.Com
via the Internet

Thanks for your observations. But as with any story, there are two sides. In an effort to be timely and give Mega Man 8 the credit the game deserves, we tried to do the best strategy guide that we could under extreme circumstances. Capcom would not release the U.S. version of the game to us, but they assured us that the Japanese version of the game would be identical, and thus doing a strategy guide from the Japanese production version would be fine. As you have so eloquently pointed out, there were a few subtle changes. While I apologize for the errors, I take issue with the fact that you say we

tried to mislead our readers. If anything, we tried too hard to give a timely strategy on a great game. We regret the few errors.

Interstate 76

First, let me say I love the new format of P.S.X. I know the magazine caters to a generally young audience, but the new (more professional) image was definitely a change for the better. Just a few quickies on my mind:

1. When are you going to review the new disk drive memory module (or whatever it's called)? It's been in stores in the Philadelphia area for at least a month, and I have yet to see a review on it. The stores claim they keep selling out of them, but I can't find anyone who owns one to give me their opinion on it. If it was already reviewed, can you let me know in which issue?

2. Are there any plans for a PS port of Activision's Interstate 76 or MicroProse's X-Com: Apocalypse?

3. Was X-Com 2: Terror From the Deep released on the PS?

Well, thanks for your time, and keep those incredibly accurate game reviews coming.
SPJeff
via the Internet

First things first: Yes, the memory card module is hard to find and interact, the company that makes the module, will not send us one. At least they haven't as of this writing. So that leads me to the following conclusions.

First, they don't think it will pass our stringent review process. Second, they never even sent us any preview materials. I have gone hunting for this device to buy so that we can take a look at it, but it's difficult to find. For the money, I think you should just stick with the memory cards.

2. Interstate 76 for the PlayStation is coming. Activision hasn't announced when the game will be released for the PlayStation. But we have heard rumblings that it will not be until sometime next year.

3. As for X-Com: Apocalypse, that

game hasn't surfaced on the PlayStation. (The first X-Com game didn't do so well.) As for X-Com 2, I haven't heard anything on this game yet.

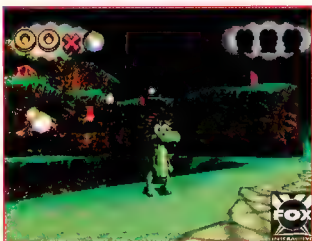
FFIV Query?

As a U.S. Marine deployed in the Red Sea, I am a little out of touch with what is happening in the video game industry back in the States. When we were in Singapore last month, I was at a game store looking at all the wonderful Japanese titles we'll probably never see, and I saw a totally revamped version (3-D, FMV, etc...) of Final Fantasy IV (FF II was the U.S. version of the original). Is there ANY remote possibility that Square will be releasing a U.S. version of the game? Just the opening scene with the airships of the Red Wing Armada totally blew my mind. Anyway, any and all information you might have on this would be really helpful in

holding me over until they FINALLY release Final Fantasy VII this fall.
Jason Patterson
via the Internet

Recently I visited Hawaii and attended the opening of Square's new U.S. headquarters. They set up shop there to improve the quality of life for their employees who were formerly based in Japan, citing the fact that L.A. was too fast-paced and dangerous. While I was there, I asked them your question about Final Fantasy IV. They said they don't have any plans at this time to release this

game in the U.S. But I have learned they are still considering a two-disc set that will have the Super Nintendo versions of Final Fantasy and possibly FFIV on one compilation disc. They did tell me Tobal 2 is cancelled for the U.S. It is my personal opinion that Tobal 2 will sell much better than Bushido Blade in the U.S. Right now Screaming Pink is doing the conversion of FFVII for the Sony PlayStation and they could easily do the conversion for Tobal 2's Quest Mode.



Croc is going to be released in September.



Most Frequently asked Question

Q. Will Croc be the game to play this Christmas?

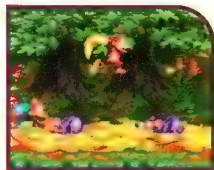
A. There are many must-play games heading into the holiday season, and Croc should be one of them. Our editor in chief went to the Swamp to see Croc in his natural habitat and talked to the folks at Argonaut Software in England for an in-depth look.



all the **hottest** stories, gossip

Rare's DKC Team Defects to Sony

The six-man crew signs on to make
games for the PlayStation



Put another "W" in the Sony win column over Nintendo as Sony continues to outmaneuver the Big N at the retail level and at the development level.

As first reported in the English trade paper *CTW*, six key members of the Donkey Kong Country team, (the same team responsible for the Donkey Kong Country series on the Super Nintendo) have quit Rare and formed their own company to work on games for the Sony PlayStation.

The team has recently set up their own company Eighth Wonder. The team, consisting of software engineers, two artists and well-known game designer Oliver Davies. They are set to release their first PlayStation game in the first half of next year, and no, it isn't Donkey Kong for the PlayStation.

These guys just didn't fall off of the B-title gaming truck. They are an A-team with plenty of gaming experience. If you remember how innovative those 16-Bit games were on the Super Nintendo, just imagine what this group will be able to

accomplish on Sony's 32-Bit PlayStation.

The group is currently being funded by SCEE (Sony Computer Entertainment

Europe) and they have the first right of refusal on the group's first three PlayStation titles.

Eighth Wonder's Oliver Davies was quoted in the U.K. press as saying, "The PlayStation is where it is at.

"We approached Sony because we viewed them as the market leader and

we want to develop a series of market-leading products."

The Eighth Wonder group, while at Rare, also worked on Killer Instinct and GoldenEye for the Nintendo 64 before leaving Rare to set up their own company.

There is no word on what titles the group is working on, but we have our U.K. correspondent on the case and we will keep you posted.

Next month, we'll have the other side of the story from Rare's Joel Hochberg. As of this deadline, Rare declined to make any comment when contacted by *P.S.X.*

We'll have more on this saga as it develops. It's a story worth keeping a watchful eye on.



Namco Renegotiates Deal With Sony

The deal puts to rest rumors of Namco realigning with Nintendo for now

Namco put to rest any rumors that they were secretly working on a behind-the-scenes deal with Nintendo, when they recently inked a new partnership with Sony. "Ridge Racer was the reason we built the PlayStation," one high-profile Sony executive was overheard saying. The recently released Ridge Racer is tearing up the gaming charts and is selling like hotcakes. Gamers are also chomping at the bit to get their hands on Tekken 3. The deal assures that Tekken 3, Time Crisis and Point Blank will appear on the PlayStation if not exclusively, at least first before appearing on any other console gaming system.



and latest news related to the **PlayStation**

PaRappa the Rapper mania is coming



PaRappa is rapping his way to the U.S. This rapper has caused a groundswell among avid PlayStation fanatics both in Japan and here in the United States. We're hearing rumors that Sony is planning on bringing PaRappa out over here, but at what price point is uncertain.

Sony officials suggest a \$19 to \$24.99 price point. Others are speculating that the game will be packed in along with the

current demo disk found in PlayStation software, or that Sony is considering packing it with the first PlayStation



Underground disk with PlayStation hardware packs this coming Christmas.

Sony's PlayStation software lineup is very strong. Next month they will release Final Fantasy VII for Square, but they have Blasto, GameDay '98, Steel Reign, NHL FaceOff '98, Jet Moto 2, Cool Boarders 2, ShootOut '98 as well as Crash 2 (working title).

"We have so many great titles we will be competing against ourselves this holiday season," said Jeffrey Fox, public relations director for Sony Computer Ent. Whatever way you look at it, PlayStation owners will have plenty of top-quality games to choose from. Don't worry, we'll help you decide what games to buy that suit your interests with up-to-date coverage on all the titles mentioned above and more!

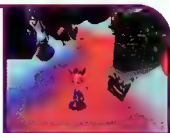


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Lara Croft, the scantily clad character who PlayStation fans fell in love with as the star of Tomb Raider, may be starring in her own animated TV series and even a movie. The big question is who will play the big-screen, busty Lara. Some suggest Courtney Love would make a good Lara while others suggest Sylvester Stallone's former wife and Mark Gastineau's former girlfriend, Brigitte Nielsen would fit the bill, so to speak. Who do you think should play Lara Croft? Drop us a line! We'll publish some of the more interesting responses.

Gremlin recently acquired the Scottish Development team DMA Design, the team that was the brainchild behind *Pygnosis*'s Lemmings series. Gremlin has their house back in order, as they supposedly inked a deal with Interplay to create VR Hockey. The game will have an NHL and an NHE Players Association license. Recently the Gremlin crew filmed some European hockey stars from 10 different angles. To prevent any problems with glare, the ice was painted blue. They are also working on a second golf game and another soccer title.

Crash 2 Secrets Revealed



As of this writing, Crash 2: Cortex Strikes Back is the name of the game, and this year's Crash adventure will be bigger and better than last year's game. This time around the game is no longer an obstacle course. Now you will navigate Crash and possibly other characters through more than 30 different levels. Each course has double the terrain found in the original.

Players will be able to explore different pathways and view these areas from different perspectives. The pathways are still controlled environments but there will be more than one path to take.

The game is still level-based, but in Crash 2, you will be able to select the direction of the gameplay through a Warp Room rather than be forced to take a linear path. There will also be more hidden levels, secret paths and advanced puzzles that will challenge the most advanced gamer.

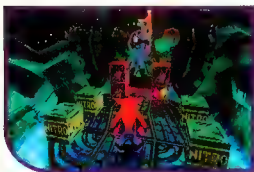
Crash will also have some new moves, including the ability to slide, dive, crawl, belly flop

and mow through obstacles as well as climb, swing and be able to land super jumps.

Some sources indicate that Crash 2 was originally set to splash down in September, but Sony decided to push back the sequel launch date until November so as not to cannibalize sales of Final Fantasy VII. That wouldn't happen, since the only game that could cannibalize sales of Final Fantasy VII would be Tekken 3.

Crash will hit store shelves sometime in early November.

Crash 2 will hit shelves in early November



news

V3 Racing Wheel > InterAct



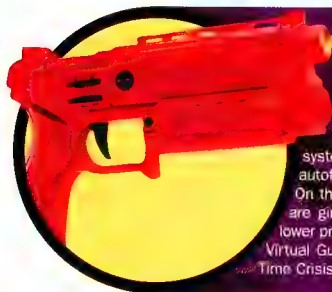
The Verdict: The V3 Racing Wheel is the perfect answer for racing fanatics. The wheel is extremely versatile, with the ability to customize button configuration and both the height and tilt of the steering wheel. Steering sensitivity can be adjusted to your own personal taste, allowing anywhere from 30 to 150 degrees of rotation. If that weren't enough, the dual function base gives you the option to play at the coffee table or relaxed in the recliner. **Rating: 9.0**

The Verdict: The Bio Grip masquerades as a flight stick but isn't in the same league as the high-end analog controllers. The haphazard button layout seems to indicate this model was retro-fitted to become a PlayStation controller. Furthermore, the labels are actually upside down when holding the controller as you would during play! On the plus side, the stick itself is well-molded to fit your hand, but the amount of "play" in the stick makes your wrist sore during extended gameplay. **Rating: 3.5**

BioGrip > nYko



Virtual Gun > nubiy



The Verdict: The Virtual Gun is perfect for owners of both the Saturn and the PlayStation, as its innovative dual-plug design allows it to be used with either system. It's very accurate, and the adjustable autofire will surely have those bad guys on the run. On the downside, the LCDs on the side of the gun are gimmicky and should have been eliminated to lower production costs. One very big strike against the Virtual Gun: It won't work with the best PS gun game, *Time Crisis*. **Rating: 8.5**

The Verdict: ACT Labs' Psychopad was popular with gamers, particularly with owners of multiple systems (the pad could be used with the PlayStation, the Sega Saturn and the Super Nintendo). The only problem was this meant a higher price tag. Wanting to produce a less-costly PlayStation-only version, ACT hatched the Arcade Rex, and it's a winner. The metal base gives the unit a solid feel, the intuitive button layout is great for fighting games, and the rubberized joystick will have you hurling fireballs quicker than you can scream "Sho-Ryu-Ken!" Our only question: Why the dino theme? **Rating: 9.0**

Arcade Rex > act labs



Dual Analog Pad > Sony

The Verdict: Here's the controller we've all been waiting for, Sony's Dual Analog Pad (not to be confused with their much bulkier Dual Analog Stick, which has been on the market for some time). In a stroke of genius generally unheard of in huge companies, Sony simply grafted a pair of miniature analog thumbsticks to their digital pad, tossed in a tiny solenoid to create a simple form of force feedback, and voila; they created one of the best controllers to date!

Although tiny, the dimpled, self-centering sticks work like a charm. Additionally, the L2 and R2 buttons have been contoured to better differentiate them from the R1 and R2 buttons, and the hand grips have been lengthened a bit, making the dual-analog pad even more comfortable to hold than its digital brother.

On the downside, the force feedback isn't what many had hoped for. Because the controller runs on "phantom" power provided by the PlayStation rather than batteries, it produces weak buzzes rather than sharp jolts. The good news is if you tire of the effect, you can turn it off.

Now all we have to do is wait for more analog games...

Rating: 9.5

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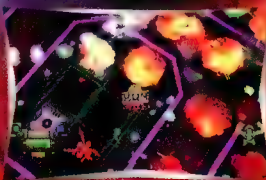
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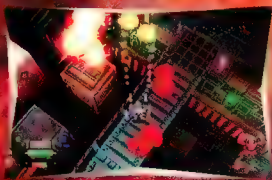
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PSX Rated

Our Philosophy

At P.S.X., we take great pleasure in not pulling any punches in our reviews. We're of the mindset that honest reviews give good games the respect they deserve while helping to stop bad games from happening. Your letters tell us that you trust our opinions, and we're proud to be one of the few gaming magazines to have earned that trust. In the interest of diversity, we let three reviewers tackle each game independently, letting the main reviewer rate the game in four different categories. Remember, no animals were harmed in the writing of these reviews.

Our Favorite Games

TODD

Tobal #2
Abe's Oddysee
Triple Play '98

DINDO

Ace Combat 2
Castlevania
NBA ShootOut '97

DAVE

Goal Storm '97
Wild Arms
Ace Combat 2

JOE

Time Crisis
Ace Combat 2
Dwango

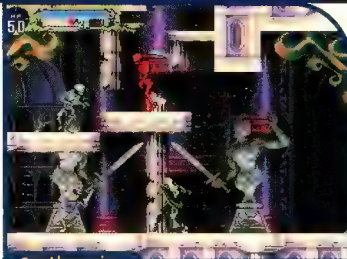
GARY

Tobal #2
Time Crisis
Ace Combat 2

WE HELP STOP BAD GAMES FROM HAPPENING

Games Reviewed

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- 20 Wing Commander IV
- 22 Tobal 2
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- 28 Time Crisis
- 30 Swagman



Castlevania

CAME OF THE MONTH



DINDO

JOE

TODD

GARY

DAVE

P.S.X. Rating System

- 01-30** WOULDN'T USE THIS GAME TO LEVEL A TABLE.
- 30-40** DON'T WASTE YOUR TIME OR YOUR MONEY.
- 40-50** NOT QUITE OUT OF THE CELLAR. NEEDS SOME WORK.
- 50-60** AVERAGE. WE HAVE SOME LOVELY PARTING GIFTS FOR YOU.
- 60-70** NICE TRY. WORTH A LOOK, BUT RENT IT FIRST.
- 70-80** BETTER THAN AVERAGE. WE LIKE IT.
- 80-90** VERY GOOD. WELL WORTH YOUR TIME AND OURS!
- 90-100** AWESOME. EXCELLENT. TOP-NOTCH. GO BUY IT NOW.

CASTLEVANIA



"Symphony of the Night is music to my ears."



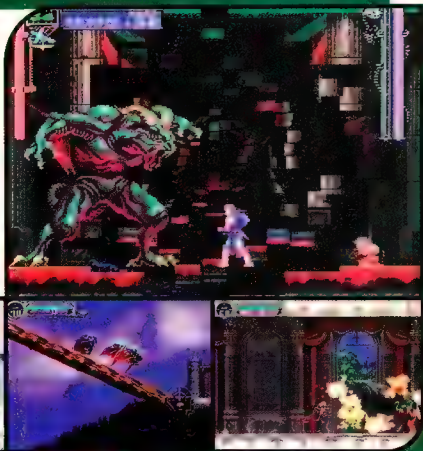
Who would have guessed 1997 would be such a great year for platform fans? First Capcom gives us the stellar Mega Man 8. Soon, if all goes well, Konami will deliver the mind-blowing Castlevania: Symphony of the Night (or Bloodlines or X or whatever they end up calling it) to U.S. gamers.

After nearly wrecking the Contra franchise by "updating" it with polygons, Konami has learned their lesson. There's nary a polygon to be seen in Castlevania. (OK, the doors are polygonal as well as the flying books in the library, but that's about it.)

Although the art and play mechanics are unmistakably Castlevania, the game also is highly reminiscent of one of the 16-Bit era's greatest platformers: Nintendo's Super Metroid. Symphony of the Night has only one level, the sprawling castle the game is named after; however, the player must collect certain power-ups and solve puzzles to open new areas of the castle.

The art and animation in Castlevania is quite simply the best seen in a "hand-drawn" title to date. The game has a cool gothic look, no doubt influenced by the success of Crystal Dynamics' Legacy of Kain. Castlevania's music ranges from period chamber music to rock 'n' roll and also deserves special mention.

My only fear is that Konami will alter Castlevania's content. The game has some religious imagery, gory death animations and lots of nude statues in the background. If they do, I know at least one gamer who will invest in an import copy.



BONUS TIP

Upon acquiring a new sword, check to see how it affects your abilities. Some swords actually make you weaker.

gary



Developer: Konami
of Players: 1 Type of Game: Platform Memory Card: 1 Block

93

Graphics

92

Sound

85

Originality

97

Gameplay

Overall

96

Counterpoints

Konami has created what could be considered the best 2-D action side-scroller ever. This is without a doubt the best installment of the Castlevania series. You don't just have a whip; this time you have numerous weapons at your disposal. The most important new feature in this game is the Metroid-style map configuration. You can view where you are at any time by pressing the Select button. You can also buy an extended map. If you can get your hands on this game, get it. If not, wait until the U.S. version of the game is released in early September. The gameplay, graphics and music in this game are phenomenal. I can't say enough good things about this game.

There's not much to say about this title, except it's a near-perfect game. Castlevania is my favorite and best game of all time on the PlayStation. You hardly see games like this nowadays, which really expresses what a "video game" should be. You don't have to have 3-D backgrounds or intense polygons to make a great game. Castlevania comprises simple gaming mechanics which is enough to make an excellent title. I am really glad Konami didn't follow the same path as their PS version of Contra. It would have been a different story if that happened. This is a mustbuy for all levels of players.

You've seen the rest, now play the best game on the PlayStation—Castlevania.



todd



dindo





WING COMMANDER IV

"An excellent PC title that suffers in the translation."

I don't know what it is about PlayStation ports of PC games; they just never seem to live up to the original version. Such is the case with Wing Commander IV: The Price of Freedom, an excellent and highly acclaimed PC title that suffers in the translation to the console.

Granted, the video in the PS version is of a higher quality than in the PC version, but as much as I like seeing Mark Hamill at work, the video cinemas get really old after the first few. I think this is largely due to the excessive load times; having to sit through a sizeable load every few seconds seriously hinders the action of the story.

The Space Battle Modes are where the excitement is, especially if you're lucky enough to own one of Sony's giant dual-analog flight sticks. Control on the fast-becoming-standard analog pad is almost as good, although it takes some time to get used to the hypersensitivity of the small sticks. And the standard digital joypad? Don't even bother; it's jerky and unnatural enough to be almost unplayable.

Nevertheless, the combat segments are the heart of this game, starting off simple and slowly growing in complexity. This being the case, and considering the sometimes-tedious story line, I would have liked to have seen either a Practice Mode or a Quick-flight Mode which would allow players to jump right into the action. It's not hard to bypass the cinemas, just irritating.

Still, WCIV is a nice game for flight-sim or aircombat fans—at least until LucasArts decides to release one of their equally popular X-Wing or TIE Fighter games on the PlayStation.



USE THE FORCE, LUKE

Remember when you're taking on a distant enemy that it takes some time for your hits to reach him. You'll need to figure out where he's going to be when your shot lands.

joe



Developer: Origin Publisher: Electronic Arts
* of Players: 1 Type of Game: Flight Sim Analog Support: Yes

88

Graphics

80

Sound

78

Originality

75

Gameplay

Overall

79

Counterpoints

This is my first crack at the highly acclaimed Wing Commander series and I have to say that I'm not all that impressed. Flight sims have never been my favorite genre, especially when flying in outer space. I always feel like I'm just doing huge loops while desperately trying to target something with my crosshair. The cinema sequences were entertaining. (How could you go wrong with their cast of top-notch actors?) Cutting down on the lengthy loading times would have helped to make things flow a little more smoothly. Loyal followers of the series should enjoy the platform version of Wing Commander IV, but I recommend heading to the video store for a rental before you commit.

Solid gameplay and a compelling story kept me interested in this game for much longer than I thought I would be. You'll find yourself out on patrol most of the time and as you progress, you will be given access to different ships. The Banshee is my personal favorite. The missions are well-balanced and get harder as you make your way through the game. I'm not a big fan of full-motion video in video games for obvious reasons, and the load times were a pain, but I found myself glued to each of the FMV sequences because they were very well-done. If you are a fan of the PC version, you'll want to check this game out on the PlayStation. For you finicky gamers, however, rent WCIV before you buy it.

dave



todd



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TOBAL 2

"A more than satisfying sequel."

The word on the street is that Square has decided not to release Toba 2 in the U.S. To me, this seems like a mistake. Toba 2 is one of the better fighting games on the market, and a significant improvement over the original.

Although the fighting engine itself hasn't changed all that much, there have been a few very significant additions, the most influential being the inclusion of projectile attacks for every player. At first, it appears that these attacks make the game almost ridiculously easy, but the power of the projectile is balanced by the fact that charging for such an attack depletes your own life bar. The longer you charge, the more powerful the attack—and the more health it drains from your own character. So if you wind up for a big attack and then miss (remember, Toba offers full 3-D movement, allowing players to sidestep projectiles with ease), you'll find yourself dropping after your opponent hits you just once. Also, characters will often stumble when walking backward, leaving them open to attack, which also adds a bit of challenge.

Like Toba No. 1, the actual "Arcade" Mode isn't terribly challenging, but this time around the innovative Quest Mode has been revamped and expanded to add some serious play time. The dungeons are now more difficult to fight your way through, and an extensive above-ground map has been added to give players something which resembles a true RPG quest far more closely than in the original Toba.

Even though it's not certain that this game is coming to the U.S., this is definitely one game that fighting fans will want to look into importing. It's worth it.



EXPIRATION DATE

When working your way through the dungeons of the Quest Mode, don't eat every piece of food you stumble across. Sickly colored meats are poisonous, and will cause serious damage.

Joe



Developer: Dream Factory

Publisher: Squaresoft

of Players: 1 or 2 Type of Game: Fighting Analog Support: Yes

90

Graphics

80

Sound

86

Originality

88

Gameplay

Overall

87

Counterpoints

While the two new characters and the expanded Quest Mode are welcome additions to Toba, I'm not quite as thrilled with some of the other "improvements" Square has added. As a big Virtua Fighter fan, I loved Toba No. 1 because of its unusually high level of technique. In my opinion, the addition of projectile attacks and flashy 10-hit combos water down the level of technique and ruin much of the original's charm. Square most likely added them to attract Tekken or Toshinden fans, but doing so was a mistake in my opinion. On the plus side, Toba 2 looks significantly better than its predecessor, particularly its backgrounds. Even so, I think I'll stick to playing the original.

Toba 2 was well worth the wait, even if the game might not find its way over here because of Square's busy production schedule. This game is very similar to the first and that is a good thing. This time around you have two new fighters. There are also a ton of hidden characters including Chocobo from the Final Fantasy series. This game is more combo-oriented, so every character can link moves for some awesome combos. The biggest improvements have taken place in the Quest Mode. You can explore the entire town instead of just fighting through a dungeon. The game also has a Practice Mode that helps you get the hang of the new combo linking system.

gary

todd

RAYSTORM

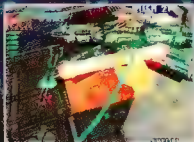
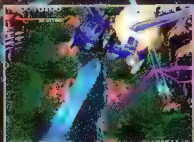
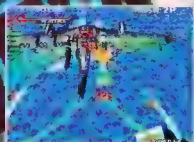
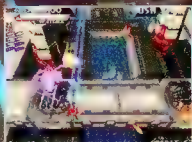
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LETHAL ENFORCERS

"...two of the most tedious games I've suffered through..."

Lethal Enforcers I and II are without a doubt two of the most tedious games I've suffered through in a quite a while. A few more "classics" like these and the retro gaming trend will be over for good.

Most of the games included in the five-disc Namco Classics series were enjoyable not because of their graphics, but because of their solid play mechanics and imaginative level designs. Lethal Enforcers, in stark contrast, succeeded in the arcades mainly because of its graphics. Gamers hadn't seen realistic digitized characters moving about real-world, digitized environments before, and Lethal Enforcers made quite a splash for this reason. The game was considered so realistic at the time that it caught the attention of many would-be censors who wanted to shield younger gamers from such wanton displays of violence.

In 1997, however, Lethal Enforcers I and II seem comically dated, both because of their 2-D, cardboard-like characters and their cheesy one-liners, such as, "Eat lead, copper!" Beneath the games' once-impressive graphics lies a surprisingly shallow amount of gameplay. They are not even in the same league as more recent shooters, such as Namco's Time Crisis or even Williams' highly mediocre Area 51.

Given the large number of legitimate arcade and console classics Konami has at their disposal, it's even more puzzling why they chose Lethal Enforcers I and II as their first attempt at a greatest hits package. Hopefully, they will be a little more choosy if and when they decide to release another one.



DON'T SHOOT!

Although strangely satisfying, shooting those annoying civilians costs you one health point, so avoid the temptation.

gary



Developer: Konami Publisher: Konami
of Players: 1 or 2 Type of Game: Shooting Analog Support: N/A

17

Graphics

35

Sound

10

Originality

20

Gameplay

Overall

14

Counterpoints

My fellow reviewers have clearly stressed their displeasure with this title and I am inclined to agree with them.

This game reminds me of movies like *Clash of the Titans*. There wasn't a better film out there back when it came out. Now, I can only assume that my senses were blurred from devouring too many Raisinets. Getting past the blocky graphics and mediocre sound effects, Lethal Enforcers falls short in probably the most important category, gameplay. Reloading your weapon pauses the game, leaving you wide open to take damage from a barrage of bullets. After playing several levels of this, my attention turned to more pressing matters, like my empty coffee cup. Save your time and money.

I've never been a big fan of gun games and Lethal Enforcers I and II expresses why. Um...as to what Gary has said, this was a good game when it first debuted in the arcades many moons ago. As for Konami's present lineup, I don't know if it is a good idea to release it on this console. Maybe Konami sees something that I don't, but I guess everyone has their own opinions. I am trying hard not to be too harsh on this title, but this is an outdated title considering the quality of the graphics. The animation is very choppy and looks unrealistic. The action is bland and unexciting. This may be embarrassing, but you would have to pay me to play this game again.

Hey, it was good back then...



dave



dindo

FINAL FANTASY VII

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"...may be worth renting but probably isn't worth buying."

When Namco announced their Classics series, most applauded the move but openly wondered whether or not Namco had enough quality titles up their sleeve to sustain a five-disc series. In short, they don't. While the first three discs in the series had some real gems, the last two are mainly filled with Japanese titles that never even made it to the States.

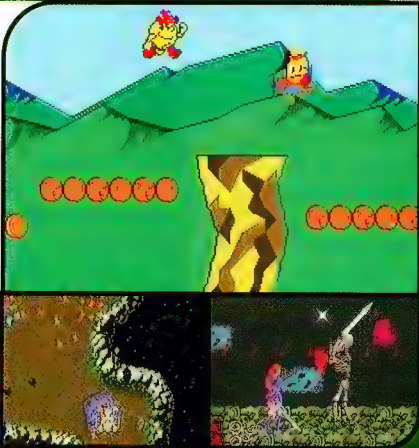
The real stand-out in disc four is the futuristic tank warfare game *Assault*, which is remembered by many as one of the first arcade titles to heavily utilize scaling and rotation. The game plays well, particularly with Sony's new dual-analog controller, and *Assault*'s graphics, although heavily "letter-boxed," compare very favorably against games of today.

Ordine is a cartoon-like shooter that paved the way for such games as *Parodius*. In *Ordine*, players could buy power-ups after collecting floating icons or could win them by playing mini games of chance. Playing *Ordine* today is kind of a bittersweet experience, because we probably won't be seeing any new 2-D side-scrolling shooters again.

Coming in at a distant third place is a somewhat misguided attempt at a Pac-Man platformer, *Pac Land*. *Pac Land* was unique among platform games of its day because of its lack of a joystick; gamers controlled Pac-Man with Left, Right and Jump buttons.

Return of *Ishtar* and *Genpei* look and play like third-rate 8-Bit Nintendo games and barely merit mentioning.

Unless you are an *Assault* fanatic, *Namco Classics Vol. 4* may be worth renting but probably isn't worth buying.



BONUS TIP

In *Assault*, the jumping platforms can be used three times per round. Use them to shell groups of enemies from above.

gary



Developer: Namco Publisher: Namco
of Players: 1 or 2 Type of Game: Arcade Comp. Analog Support: Yes

62

Graphics

55

Sound

50

Originality

75

Gameplay

Overall

64

Counterpoints

What happened here? The first three discs were packed full of old-school goodness, but *Namco 4* basically falls flat on its face. The only interesting titles are *Assault* (which isn't that spectacular unless you have a dual-analog stick) and *Ordine*, which in my opinion is the best of the lot. I suppose that Japanese PlayStation owners might find this volume a bit more rewarding than we do, since several of the games never made it to the U.S. American fans of Japanese games may also find something here. Rest assured that Volume 5 is better than this one. Still, if you have the first three, and you're planning on getting the fifth, then you might as well go ahead and round out your collection.

The idea of bringing the classic games back was brilliant. The young at heart are able to play their favorite arcade games once again. Relating with Gary, after the third disc Namco was just packing old games. Some of the games in there I've also never heard of. There are a couple of games that are worth playing. But, can you answer this question? Would you rather play old video games that you don't know or play another version of *Tekken*? I know my answer to that. In the end, I have to commend Namco for their efforts. I have a number of favorite games in the Namco Classic lineup, but it would

be nice to trim the fat and place in some other great titles from the past.



joe



dindo

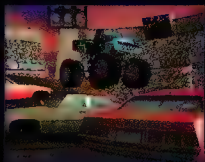
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TIME CRISIS

"Finally! A respectable gun game for the PlayStation."

F

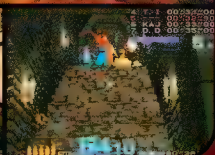
inally! A respectable gun game for the PlayStation. PS owners have suffered through enough clunkers such as Horned Owl and Area 51 and have been clamoring for a Time Crisis adaptation ever since the game first appeared in arcades.

Continuing their tradition of releasing better-than-the-arcade PlayStation translations of their System 11 arcade hits, Namco has included an entirely new mission in Time Crisis. This second mission involves the infiltration of an enemy-controlled hotel and is lengthy enough to substantially improve Time Crisis' replay value.

For those of you who may have missed it in the arcades, Time Crisis is your basic Virtua Cop knock-off with one substantial addition: something Namco refers to as an "action pedal." Stepping on this pedal (the PS version has an Action button on the gun) makes your character duck behind crates and other objects both to avoid enemy fire and to reload. Time Crisis is still a "twitch" game, but the action pedal does add a badly needed play mechanic to the genre.

While Time Crisis compares favorably to the first Virtua Cop, it lacks many of the features that made Virtua Cop II such a blast, such as branching paths and high-speed car chases. The backgrounds aren't nearly as interactive, either. Only a few objects can be blasted apart and there aren't any hidden weapons, which detracts from the game's replay value.

For those of you who've longed for a good PlayStation gun game, Time Crisis is for you; however, Time Crisis' brevity and lack of substantial replay value will make it a renter for most.



DRESSED TO KILL

It seems to be an unwritten rule in gun games that any guy dressed differently than the regular henchmen is more deadly, so shoot him first!

gary



Developer: Namco Publisher: Namco
of Players: 1 Type of Game: Shooting Analog Support: N/A

85

Graphics

80

Sound

70

Originality

78

Gameplay

Overall

76

Counterpoints

Virtua who? As far as shooting games on the PlayStation go, I have yet to see a better one than the middle segment of Die Hard Trilogy. Still, Time Crisis comes in an easy second, with carefully planned shifts in the action, a number of surprises and some truly challenging segments. Like many of Namco's recent releases, the game itself doesn't take long to beat, but the learning curve is such that it's worth playing through at least one or two more times. I wish the Guncon (the only light gun that will work with Time Crisis) would have had the Action button near the back of the gun, which would allow the gun to be operated with one hand. All in all, it's a nicely done, well-rounded game.

As you already know, I'm not favorable to these types of games. Most of the time I'd rather watch than play, but for Time Crisis it's a different story. First of all, it's much more enjoyable than the other shooting games out there. The PS version is even better than the arcade—there's another completely new level. Second, the graphics are top-notch. I can't believe the accurate translation from arcade to console. The game definitely needed a high-speed chase of some sort to really intensify the action. What I like most about TC is the duck-and-cover feature. This is a nice touch and brings some suspense to the game. I really like the game, but in the end I worry about the replay value.



joe



dindo

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SWAGMAN

"Eidos and Core have come up with another winner."



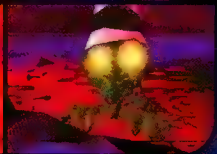
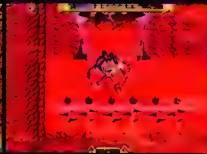
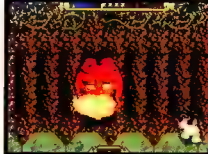
Eidos and Core have come up with another winner in Swagman. A quirky, slightly spooky title with a classic, Zelda-like feel, Swagman should appeal to old-school adventure fans as much as it will to younger players.

The story is, the Swagman (basically the essence of nightmares) has torn holes in the fabric of reality as we know it, turning the world into some kind of waking nightmare. Now it is up to two youngsters to set things right, travelling between our world and the Swagman's twisted dream landscape.

The player controls one of these two kids, switching between them at will, collecting bugs, killing beasts and sacking Z's. (You must collect the snores of sleeping creatures to keep your health up.) Your only help will come in the form of Scarab, the lead insect in your previously non-sentient bug collection. It seems that Swagman's tampering with our world has given Scarab power, intelligence and the ability to command the insect forces of the real world. You encounter Scarab periodically, where he offers hints, a chance to save your game and the occasional direct assistance.

By requiring the player to use both characters separately, Swagman takes the adventure aspects of Zelda and adds puzzle elements reminiscent of Lost Vikings. The result is an interesting, visually unique, stylistic game with the solid gameplay of classic adventure titles of old.

Although the controls can be a little confusing at times, the game itself makes up for such little quirks. I recommend Swagman to anyone looking for a unique title that offers more than the norm.



GO BUGGY

At certain points in the game, Scarab will break open your bug jar and send the little critters out on a mission. The more you have, the better you'll do, so collect every bug you see.

joe



Developer: Core Publisher: Eidos Interactive
of Players: 1 Type of Game: Adventure Analog Support: No

88

Graphics

85

Sound

90

Originality

89

Gameplay

Overall

88

Counterpoints

While I acknowledge that Swagman has a lot going for it, I didn't like it nearly as much as Joe. Swagman's story and the ability to tag-team between the two children are both novel, but Swagman has a few flaws that detract quite a bit from the gameplay. The overhead perspective and rendered backgrounds make it difficult to know what you can and can't interact with. Also, I don't think Core clearly defined their target audience before beginning development; Swagman's cartoonish look and simplistic puzzles will surely turn off a lot of older players, while younger players will find many of Swagman's dexterity tests frustrating and abandon the game.

The gameplay of this game is solid and I agree with Joe that this game at its core (pardon the pun) is fun to play. The graphics are visually stunning. Core has taken some basic gameplay elements from some of gaming's most popular titles and integrated them into Swagman. Your character's ability to throw bombs to open up pathways was refreshing as well as the ability to push and pull certain objects, allowing access to hidden areas. Joe referred to Zelda in his review and that comparison is accurate, except in this game your character can also jump. Where the game lacks is in its simplistic puzzles—one can only find so many keys. It's an above-average adventure title "keyed" to a younger audience.



gary



todd



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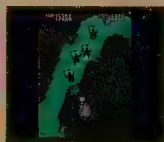
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PSX SPORTS

KICKOFF COVERAGE

It's time to put the ball in play as we look at three of the gridiron gladiators that will be lining up across the gaming line of scrimmage vying for this year's Super Bowl of Gaming title.

As you can tell by the cover, we have played Madden 98, and it looks stronger than ever. We were very impressed; some things that bothered us about last year's game have been rectified.

Since we had plenty of information on the game, we did a cover story on Madden 98. You will find a features list as well as a rundown of what you can expect from this year's game.

On the following pages we take a look at Jimmy Johnson Football. Orlando Pace is an avid gamer who took a look at VR Sports' game and then talked to us about being the Rams' first-round draft pick.

But that's not all the excitement we have in store for you. We also have a first look at GameDay '98 from Sony Interactive Studios. This year will mark the first time that Madden and GameDay will truly go head to head, as they are scheduled to be released in the same month. We cover all the action and let you know which could go all the way.

Turning from the pro game to the college game, EA Sports has their first PlayStation College Football title ready to go just in time for the season. The game plays very well. (The Florida Gators and the Nebraska Cornhuskers are two tough teams—just like in real life.)

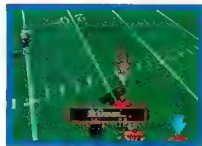
Sony also has Cool Boarders 2, and those of us who enjoyed the fast-paced snowboarding action in the first one will be in for more of the same with a number of big-time improvements.

The Test Drive series from Accolade is continuing and this time they utilized the talents of the fine folks at BullDog Entertainment. This group spun off from the same team that made the highly popular Destruction Derby series for Psygnosis. Accolade has a real winner on their hands. We saw the game in its early stages and it looked awesome.

Psygnosis' Formula 1 has gone through some major improvements, as well, and the final result is Formula 1 '97

Activision has acquired the rights to Grand Tour Racing '98 (formerly Total Drivin' in the U.K.). The game is worth it all and it rounds out our racing coverage.

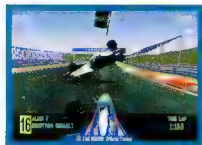
Watch for more football titles next issue; I've got to go see how my Fighting Irish can do against the Gators. See you next month.



Madden 98 pg. 32



GameDay '98 pg. 34

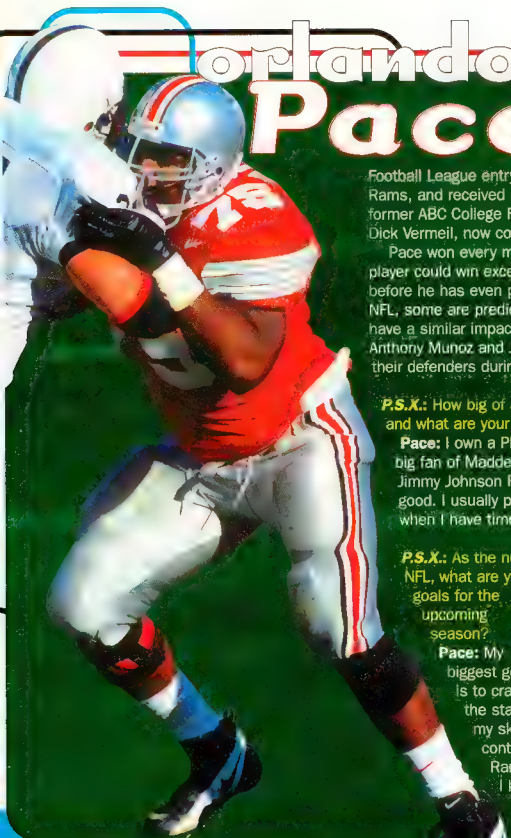


Formula 1 '97 pg. 37

VR Football



Orlando Pace



was taken in the first round of the National

Football League entry draft by the St. Louis Rams, and received a gigantic hug from former ABC College Football commentator Dick Vermeil, now coach of the Rams.

Pace won every major award a college player could win except the Heisman, and before he has even played a down in the NFL, some are predicting that Pace will have a similar impact on the league that Anthony Munoz and John Hannah had on their defenders during their careers.

P.S.X.: How big of a video gamer are you and what are your favorite video games?

Pace: I own a PlayStation and I am a big fan of Madden Football, although Jimmy Johnson Football looks pretty good. I usually play with my friends when I have time on my hands.

P.S.X.: As the number-one pick in the NFL, what are your goals for the upcoming season?

Pace: My biggest goal is to crack

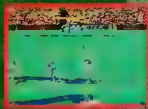
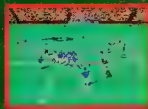
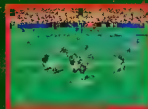
the starting lineup, hone my skills and become a contributing player to the Rams' success this year.

I know it is going to take



some time and I know I am going to have to be patient. Coach Vermeil and I have talked about that briefly. Do I want to make the Pro Bowl someday? Sure I do. Would I like to win rookie of the year? Without question. But I have to be patient and realize that the first year in the league is a learning process. I just have to get myself ready physically and mentally for this season.

P.S.X.: Which NFL defenders do you look forward to going up against?



Pace: I really haven't put much thought into who I'll be facing. There are some outstanding defensive linemen in the league. I just look forward to competing against them.

The VR Sports crew told us the game will feature over-the-shoulder catches, bone-crunching tackles and goal-post dunks. The players will also have speed bursts to help them get away from pursuing defenders.

VR Sports has also included an innovative OneStep play-calling feature along with state-of-the-art Quarterback/Receiver

before the receiver makes his cut and lets up to five receivers catch the ball. This feature was first seen in Sony's NFL GameDay '97.

Johnson has dug deep into his own personal playbook and advised the VR Sports crew what his favorite offensive and defensive plays are. He has also helped flag some

of the plays that other NFL teams run. Genuine line and formations for each team are based on the actual playbook for each team. Jimmy Johnson Football also features a Coach's Clipboard, another unique feature not seen since the JVC epic Emmitt Smith Football for the Super Nintendo. This feature allows the user to create unlimited sets of custom plays.

There are some extra teams in the game, including Pro Bowl teams from the past as well as several NFL football dynasties from years gone by.

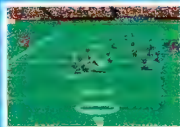
Jimmy himself has added teams from the '60s, '70s, '80s and '90s to the current 30 NFL teams already in the game.

He talks at Interplay tell us the game will be on store shelves later this month. If that turns out to be the case, then



we will have a review of this game in an upcoming issue. Johnson is a very popular and successful coach; we will have to see how this game stacks up against

Madden 98 and GameDay '98. Until then, keep your eyes open for this surprising new title.



Sony

NFL GameDay '98

With NFL GameDay, the first football title ever released on the PlayStation, Sony enjoyed an easy reign over the world of console football—for about a year. Then along came Madden 97 to challenge their top position. Sony countered with GameDay '97, one of the most complex and feature-laden football titles ever, and they convincingly reclaimed their title as the kings of the gaming gridiron. Now the battle has moved to a third season, and it looks like Sony has a chance of putting Madden to bed once and for all. Enter NFL GameDay '98, Sony's newest sports venture, scheduled for release in the busy month of September.

The most readily apparent change from the previous version is the inclusion of 3-D polygonal players. Although nearly every genre has introduced polygonal characters, for some reason football games have lagged behind this hot trend; this is perhaps due to the number and size of players required on the screen at a given time. Nevertheless, Sony is one of the first companies to give it a try, and the results should prove nothing short of spectacular.

The use of 3-D polygons allows the developers to present each player scaled to his actual height and weight for a degree of realism never before seen in a football title.

It also allows for an adjustable camera angle, which effectively delivers an infinite number of playing perspectives.

But looks aren't the only thing different about GameDay '98. In addition to being able to trade, create and draft players, gamers will be able to call plays from an all-new playbook with over 500 plays. In order to monitor their own performance, gamers will also be able to refer to a new-and-improved statistic tracking engine, which follows players throughout the entire season.



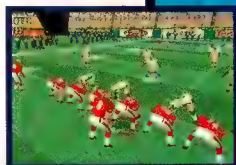
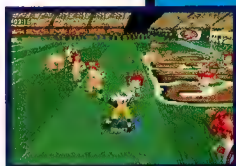
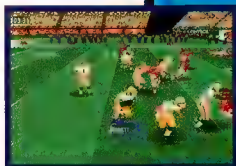
Receivers can jump for the ball.

To round out the list of improvements, Sony is introducing a new, more realistic PA announcer, who will call the downs and the distance to the first down, and even give a play summary once the play has been completed. Color commentary is expected as well; perhaps the game will include something similar to the

almost-comical running commentary found in some of the better next-generation soccer titles.

Three different gameplay modes offer different degrees of challenge, from Rookie to All-Pro. Three different playing styles add additional depth; players can compete in Simulation, Arcade and Total Control Modes for three distinct styles of play.

With such an impressive number of improvements, GameDay '98 will undoubtedly put up quite a fight for the top spot of video football. Who the final winner will be remains to be seen.



TRAINING CAMP

Players can run a practice scrimmage or two in order to fine-tune their running, passing and defensive skills. Just remember that real opponents aren't always this nice.



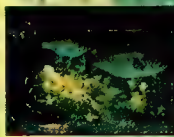
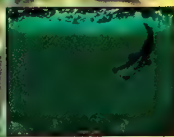
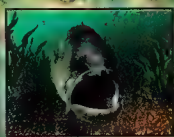
STARTING LINEUP

THEME
Football

PLAYERS
1-8

LICENSES
NFL, NFLPA

CHALLENGE
Variable



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Test Drive 4

With the less-than-stellar reviews Accolade's previous Test Drive episode (Test Drive: Off-Road) received, it was uncertain whether the long-running series' future looked particularly bright. Accolade is hoping to put to rest all doubts as to the future of the series with the release of Test Drive 4.

Featuring both exotic super-cars and souped-up "muscle cars," Test Drive 4 allows players to compete in a number of different settings all over the world.

The game includes 14 actual licensed cars, including a 1969 and 1997 Corvette, 1969 Camaro, 1970 Chevelle, 1967 Pontiac GTO, Shelby Cobra, 1998 Dodge Viper GTS, Dodge Challenger, Dodge Charger, Plymouth Cuda 426, Plymouth GTX, TVR 12-7, TVR Cerbera and 1995 Nissan 300ZX. With such a huge selection of real vehicles, some might expect that the racing might have come secondary to the licensing. But the game was developed by Pitbull Syndicate, the core team behind *Psygnosis' Destruction Derby*, and any fan of the *Destruction Derby* series can tell you that gameplay is what it's all about.

Races are set in six exotic locations featuring accurate re-creations of real-world international locations:

San Francisco, the English Lake District, the Italian Alps, the German Autobahn, Kyoto, Japan and Washington, D.C.—all in a highly detailed driving environment, including traffic, police chases and pedestrians.

Test Drive 4 will support multiple players via the PlayStation's Link Cable. Racing Modes include single race competition, the International Rally Circuit and a variety of multiplayer tournaments.

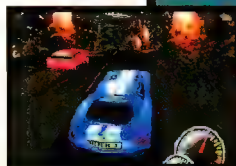
Sometimes, the quest for extremes of realism can backfire on a developer.

Need for Speed 2, for example, had a number of big-name vehicle licenses, but was criticized for its poor gameplay and received mostly mediocre reviews. Accolade's own Test Drive: Off-Road has a number of licenses as well (as have every Test Drive game since the first PC title many years ago), from Jeep Wrangler to the legendary Hummer. This, too, was regarded as a ho-hum game.

It seems that Accolade has definitely learned a lesson from their previous console efforts, and are concentrating on gameplay much more than the licensing, prompting one previewer to call the game "a cross between Need for Speed and Rage Racer." This can only be seen as a positive thing, and it bodes well for the future of the Test Drive franchise. Watch for it soon.



Cobbled streets add to the scenery.



JINKIES, IT'S THE FUZZ!

In Test Drive 4, players will be equipped with some of the fastest machines on the face of the Earth. Unfortunately, the tracks will be equipped with the fastest police on the face of the Earth. At this

point, it is still uncertain whether the police will be there for scenery and traffic, or whether they will be coming after speeding players. Anything that can get the adrenaline pumping more is a good thing.



STARTING LINEUP

THEME
Racing

PLAYERS
1 or 2

LICENSES
Multiple

CHALLENGE
Moderate

Formula 1 '97

Since its release last year, *Psynosis*'s Formula 1 has been widely regarded as one of the most realistic and playable racing simulations ever seen on a console system. With different play modes for more or less experienced racers, realistic tracks and car physics, and a load of tricks and secrets, F1 appealed to casual racing fans almost as much as it did to die-hard Formula 1 fans.

Now *Psynosis* is gearing up for the release of the eagerly awaited sequel, Formula 1 '97. This year's version looks to surpass the original in realism and all-around playability. Featuring the latest '97 statistics, including all the teams and drivers of the 1997 season, F1 '97 appears at first glance to be no more than a racing simulation—a type of game which may appeal to rabid racing fans, but often falls terribly short in terms of gameplay. But as any fan of the original version will tell you, *Psynosis* certainly didn't skimp on the gameplay.

F1 '97 features two different modes of play, Simulation and Arcade. This offers something for every type of racing fan. *Psynosis* even enhanced the Arcade Mode by offering steering and braking assistance, making the cars that much easier to handle. Ambient effects like real engine noises, statistically correct weather conditions, commentary by F1 veterans Murray Walker and John Watson, and real car engine noises (taken from digital recordings of a real F1 race car) help draw the player into the driving experience.

F1 isn't all about arcade action, however. The Simulation Mode offers a number of options found only in the most serious racing simulations. For example, racers must carefully plan their pit stop tactics to make the best use of their time on the tarmac. They'll also need to compete against computer players guided by an artificial intelligence algorithm which takes into account the car's reliability and the aggressiveness of the actual driver.

The game contains 17 circuits comprised of accurate representations of actual tracks.

Real-life locations like Silverstone (U.K.), Adelaide (Australia) and Monaco (Monte Carlo), are among the tracks featured, plus 14



Flaring sparks and flying parts enhance Formula 1's spectacular crashes.



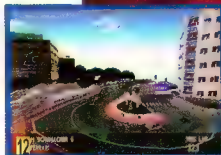
others, many of which were not seen in the previous version of the game.

Other options include manual or automatic transmission, multiple viewpoints and a comprehensive replay feature. Dolby Surround support reproduces the roar of the engines in Earth-shaking detail.

One of the more visually impressive additions in this version is the inclusion of realtime crashes; cars spin and flip, sending bits and pieces showering all over the track.

Last year, it was rumored that development of the first game had been delayed due to excessive realism. Apparently, the designers had intended to reproduce each track in perfect detail, down to the ads on the sidelines. These signs included advertisements for cigarettes and alcohol, among other things, and it was said that Sony had sent the developers back to the design studio to take these ads out. Sony felt that leaving the ads in would, in effect, be endorsing the sale of cigarettes and alcohol to minors, who they saw as constituting the majority of their market base. Recently, however, many developers have reported that Sony is relaxing their strict guidelines on such game content. It will be interesting to see what the final verdict is on Formula 1 '97.

With its marriage of simulation and arcade elements, F1 '97 is sure to enjoy the same degree of success as the original.



STARTING LINEUP

THEME
Racing

PLAYERS
1 or 2

LICENSE
Formula 1

CHALLENGE
Variable



Sony

Cool Boarders 2

Sony's Cool Boarders was one of the sleeper hits of 1996. A challenging title with cleverly designed courses and some rewarding bonuses, Cool Boarders suffered from a few irritating flaws, such as unrealistic collision detection and the complete lack of two-player support. Now UEP Systems is hard at work on a sequel which will address the weaknesses of the previous title

will now be able to go for points alone in the freestyle half-pipe instead of having to fight the course as well.

Instead of the measly five tracks found in the original, Cool Boarders 2 features a total of 16 downhill tracks. Furthermore, the sequel features a ton of new boards, and even the option to create your own board, setting the dif-

ferent attributes, from weight and speed to color and design.

Of course, the sequel features an entire repertoire of tricks from the first Cool Boarders, plus 40 new never-before-seen maneuvers. This time around, instead of the two characters found in the original, the game includes 10 different characters with their own strengths and abilities. In addition to the Two-Player Mode, players can also compete

against eight other boarders.

One of the biggest complaints of the previous version was the "invisible wall" surrounding the narrow tracks. This wall would cause players to wipe out in midair, often while attempting to jump over obstacles which would have been cleared otherwise. This time around, although it is not yet certain whether the invisible walls have been eliminated, Sony assures us that the game contains more realistic physics, including improved collision detection and more realistic wipeouts.

The original Cool Boarders was a surprisingly challenging and addictive game. As long as the developers retain the basic elements of the previous game, Cool Boarders 2 should enjoy even more success than the original.

With Sony aiming at November for a release date, it is sure to be one of the more sought-after titles this Christmas. Stay tuned for more info.



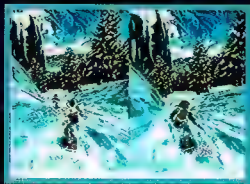
The addition of other boarders will require more careful maneuvering around obstacles and each other.



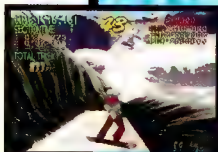
while improving on all the original's strengths.

Cool Boarders 2 features a number of new play modes including Season, Slalom, Half Pipe, Practice and the much-needed Two-player Versus Mode. Players

HEAD-TO-HEAD



Critics and fans alike bemoaned the lack of competitive options in the previous version. A Split-screen Mode is set up to remedy that, allowing players to go head-to-head directly.



STARTING LINEUP

THEME
Snowboarding

PLAYERS
1 or 2

LICENSES
None

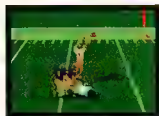
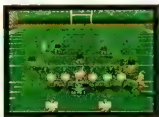
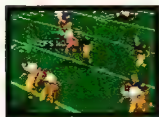
CHALLENGE
Variable

NCAA Football 98

In response to last year's success of Sony's NCAA GameBreaker, EA Sports is preparing to release NCAA Football 98 this college football season. Observant gamers may remember that EA released a game last year for the Genesis called College Football USA 97, but a PlayStation version was never attempted. All that NCAA Football 98 and College Football USA 97 share in common, actually, is the fact that they are both college football titles.

NCAA 98 features all 122 NCAA college stadiums, fully rendered in 3-D polygons. Like EA's Madden 97 (and Sony's GameBreaker, for that matter), the game uses motion-captured, 2-D rendered sprites to represent the players, a trend which appears to be on the decline in this year's batch of football titles.

Like many recent games, all the players in NCAA 98 wear accurate jersey colors and correct logos, and each stadium is reproduced in near-perfect detail. Every NCAA division is represented in the game, including all 10 conferences and 112 Division A teams. Interestingly enough, there are also over 40 classic matches



College greets go for gridiron glory.

in the game, featuring some of the greatest gridiron battles in college history. This year, if you win with a classic team, you gain the ability to use them in a regular season game. The game also includes an unusual "Rival Mode," which allows players to choose a specific matchup of a team and their historical rivals.

Previous NCAA games, due to the guidelines set by the NCAA, have been unable to use the actual names of real college players. It appears that this game is no exception. The player statistics, however, are based on the current '97-'98 rosters. Rounding out the standard complement of features, the game features full stat tracking during season play, giving gamers a chance to chart their favorite players through the season.

EA's NCAA license allows them to include four different bowl games, the Rose Bowl, the Fiesta Bowl, the Sugar Bowl and the Orange Bowl. The East/West Shrine game is included, as well.

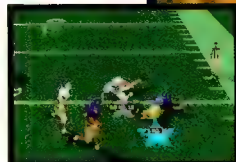
EA has also implemented what they call a Dynasty Mode. This gives gamers a chance to simulate four seasons in a row, recruiting freshmen, training new players, honing their skills and finally watching the best players graduate to the pros. (Perhaps EA will include a feature in Madden 98 which will allow PlayStation owners to draft their best college players into their best pro teams.)

An innovative Practice Mode helps players work on every aspect of the game, offering the ability to turn off defenses, practice routes and isolate specific defensive and offensive matchups. This is sure to be a great help to first-time players, as well as anyone looking to learn more about the game.

Adding to the impressive array of features are fight songs from more than 30 different colleges, giving the game that feeling of being right there on the sidelines. The game will be enhanced with play-by-play commentary by Chuck White, the "voice of the Rose Bowl." EA even went so far as to sample the voice of an actual NCAA referee, Bill

McCall, to call penalties and the like.

With the success last year of Madden 97, EA is residing near the top of the heap of video football. With the resemblances, both graphical and gameplay-wise, between NCAA 98 and Madden 97, there is bound to be a great deal of comparisons made between the two. And with Sony setting up to release at least another version of GameDay, it looks like it'll be quite a contest. So keep your



STARTING LINEUP

THEME
Football

PLAYERS

1-8

LICENSES

NCAA

CHALLENGE

Variable



eyes open, and keep checking in with us to find out who's on top.

Activision

Grand Tour Racing '98

Formerly known by the name Total Drivin', Activision's Grand Tour Racing '98 looks to be one of the most involving, complex and realistic titles yet to hit the PlayStation. With its many different racing options, Grand Tour Racing is actually more like three racing games in one, covering the spectrum of different racing styles.



Pop up the quick rear view to check out the competition.

A total of six unique worlds modeled after their real-life counterparts give players the chance to race in Scotland, Switzerland, Easter Island, Hong Kong, Egypt and Moscow. Players will speed by Moscow's Kremlin, leap over pyramids in Egypt, and plummet down the slopes of the Swiss Alps. The game offers 40 different vehicles, including rally cars, stock cars, dune buggies, Dakar racers and Formula 1-style speedsters.

Grand Tour Racing will feature three different types of competition: Rally, Sports and Buggy Offroad. Each track is designed

for a specific type of racing, and each racing type has two entirely different worlds in which to compete. The tracks are built to take advantage of the types of cars used. For example, the Egypt track, designed for dune buggies, is a sand track loaded with jumps and quick hairpin turns.

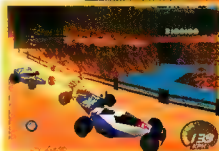
Every track will feature a number of shortcuts and off-road options. The checkered flag will only be awarded to the most cunning and resourceful drivers, those who can find the shortest—and quickest—distance from start to finish.

Every track will feature customizable, realistic environmental effects like ice, snow, rain and sand, as well as other environmental hazards like flooding and rock slides. Luckily, the game gives players lightning-fast control over their vehicles, with two different turning "strengths" and a hand brake which you can use

to whip your car around the tightest of turns. Use this option if you suddenly find yourself headed the wrong way down the sometimes-confusing tracks.

Grand Tour Racing will support one- or two-player racing on a single PlayStation with a split screen. The use of a link cable and split screens on both televisions can bring the total to four different racers without any noticeable drop in the speed of the game, a problem that other racing titles have had some trouble with.

With all its unique features, Grand Tour Racing '98 is sure to be one of the most outstanding racing titles yet. Fans of racing games will definitely want to keep their eyes open for this fast-paced title.



THREE GAMES IN ONE



Grand Tour Racing '98 offers options that more and more racing games are coming to embrace. The inclusion of multiple racing options means that PlayStation owners can actually get three different games for the price of one.



From Buggy to Rally to Sports, each mode of play features its own distinct driving style, and you'll need to learn them all in order to succeed in this game. They'll also dictate how you approach the courses. For example, you'll



be more likely to find a useful shortcut in a buggy or a rally car than you would be in a sports car, although the sports cars provide more in terms of pure performance. Remember, speed is not necessarily always king.

STARTING LINEUP

THEME
Racing

PLAYERS
1-4

LICENSES
N/A

CHALLENGE
variable

SPORTS

PSX

TNN MotorSports HardCore 2

A SC Games is revving up for the sequel to their innovative off-road racing title. TNN MotorSports HardCore 2 is sure to please racing fans with more trucks,



The cockpit view, though slightly less sickening, should be no less exciting.



more tracks and plenty of new thrills.

HardCore 2 will feature 16 all-new tracks. This time around, the tracks will be much wider than the previous version, allowing racers more room to maneuver. Many tracks will be modeled after real world locations; players will now be able to

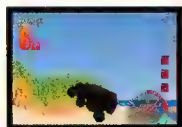
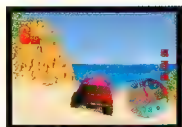
race in the mountains of Colorado, the Grand Canyon, the Las Vegas desert and even the New Orleans swampland. There will also be an indoor stadium-style track for heaps of man-made excitement.

The game will feature 10 new, more detailed trucks, each with different attributes including weight, handling and engine power. Now players will have the option of customizing their vehicles with a number of power-ups, from nitro boosters and engine upgrades to body and suspension work.

As in the previous version, vehicle damage will affect your performance. In this sequel, however, crashes are expected to have an even more noticeable effect.

The rolls and nose-dives are as wild as in the first version, although

the first-person cockpit view, at least, has been smoothed out a little. Apparently, too many weak-willed would-be racers complained to ASC about their poor churning tummies. Stay tuned for more information on this hardcore title as it becomes available.



STARTING LINEUP

THEME
Racing

PLAYERS
1 or 2

LICENSES
TNN

CHALLENGE
Variable

Sony

Porsche Challenge

A ny lover of performance cars will tell you that it would be a dream come true to be able to race a Porsche. These superbly designed, hand-crafted and high-priced machines are the prizes of international playboys just as they are the bane of highway patrolmen. And just as you were beginning to think that you'd never get a chance to drive one, along comes Sony and their Porsche Challenge, offering you the next best thing.

Porsche Challenge is rather unusual in the world of racing games in that it features only one vehicle to race in: the Porsche Boxter. The game is basically an intricate ad for the pricey vehicle, a novel idea to say the least.

Apparently, the developers worked closely with Porsche in order to get the most realistic feel possible, re-creating dashboard setup, engine sounds and so on, and giving the game the feel of a stripped-down Need for Speed 2.

The variety in Porsche Challenge comes in the form of six different players, who react to each other according to their personalities and predispositions. The game also offers some variety in its four different tracks, each with adjustable courses which can be



Boxter: a feat of engineering.



blocked off or opened up in the vein of Rage Racer. This adds a degree of surprise to the game, giving it a bit more playability. At least one secret character is present, and one or more secret tracks are rumored as well.

With such an impressive license, it's not surprising that Porsche Challenge looks to be one slick product. Its numerous stats on the vehicle should appeal to Porsche collectors and racing fans alike.



STARTING LINEUP

THEME
Racing

PLAYERS
1 or 2

LICENSES
Porsche

CHALLENGE
Easy

Sony

MLB '98

When Sony released the original MLB Pennant Race, it was regarded as a quality title with a few nagging flaws. Now, Sony has gone back to the drawing board, and the result is MLB '98, one of the most comprehensive baseball games on any system.

This year, Sony retains the use of the Major League Baseball and Major League Baseball Players Association licenses. This means that the game will utilize every Major League park, as well as every Major League player, complete with photograph whenever possible. But Sony is going much further than a simple photograph; the game will also include personalized moves and stances of MLB pitchers and batters, giving the game a level of realism which few other baseball titles can claim.

In addition to these signature moves, the game will include an array of all-new motion-captured animations, like backhand stabs, throws from the knees, throwing on the run, over-the-fence catches and home plate collisions.

Sony is also showing the results of some extensive optimizing with their machine, namely faster gameplay and a noticeable drop in

annoying load times. It seems that every time you turn around, a developer has discovered another way to make the PlayStation run even faster—without any kind of hardware upgrade.

Implementing some of the latest changes in Major League Baseball, MLB '98 features inter-league play as well as a full complement of expansion teams. Up-to-date rosters will offer the latest lineups, which gamers will be able to follow through team and player stat tracking in 50 categories. As of this writing, Sony still has not

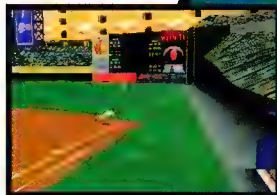


Stadiums will be accurate down to the skyline backdrops.

found a way to implement roster changes and game updates without requiring a whole new game.

Perhaps we'll see that next year.

With wind, altitude and playing surface all affecting gameplay, MLB '98 looks like one of the most well-rounded and realistic baseball titles to hit the PlayStation market.



IS IT REAL, OR...?

In order to make the game look as realistic as possible, Sony is putting in recognizable personalized moves and stances of both pitchers and batters. This means that a sidearm pitcher

will appear in the game as just that, and a low-crouching batter will be seen squatting over the plate, just like in the big leagues. Warmup "rituals" are reproduced in accurate detail.



STARTING LINEUP

THEME
Baseball

PLAYERS
1 or 2

LICENSES
MLB, MLBPA

CHALLENGE
Variable

Carom Shot

Pool is one sport which has been terribly neglected in the world of console gaming. There have been a few titles of note over the years, but few have managed to produce the intricate physics of billiards in one easy-to-use, believable package. The most recent foray into this territory was Interplay's Virtual Pool, a highly rated PC game turned second-rate PlayStation port. Now, ASCII is hoping to turn the trend around with the release of Carom Shot, a comprehensive and charming billiard title slated for release this fall.

Set in a number of realistic and varied locations like a bar, an office, the seedy docks and China Town, each environment has a distinct look and feel, from the vividly illustrated backgrounds to the color and composition of the table covering.

The locations aren't present just for show, however; the game features a solid Story Mode, in which players attempt to collect the largest sum of money by betting on certain games. You'll go up against six different characters, each rated uniquely according to power, intelligence, technique and luck. You'll face Grant, Deena, Xiu-lan, Sam, Jake and Rosa, plus three hidden characters—if you're lucky. Some of them will be easy conquests, while others will require the abilities of a billiard champion to beat.

out of play. Further assistance is provided by a shot guide, which shows the effects of striking the cue ball at any given angle and power. Players can adjust the perspective to any of a number of different viewing angles, from first-person to a full-table overhead view.

ASCII is looking to implement a formidable artificial intelligence which will play realistically according to each player's given characteristics. This means that no two opponents will behave the same way. You may find a particular player to be extremely



Carom Shot gives players a choice of location, table and cue, as well as opponent.

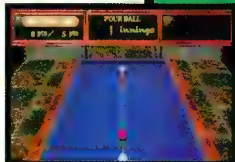


See what happens when you try to hustle the computer.

Carom Shot features a full range of billiard games, from 9-ball and 8-ball to rotation games. Games are tracked via a simple, easy-to-understand interface which keeps track of the score, and the balls in and

reckless, while others play conservatively and carefully. This all adds a realistic feel not seen in previous pool simulations. In addition to the aforementioned Story Mode, the game will include plenty of single matches, from practice sets to tournament play, and even timed competitions for added challenge.

Now that the second year of the PlayStation is coming to a close, more and more companies are willing to venture into such previously unpopular territory as "hobby" sports like bowling and billiards. What they almost inevitably find is that there is an even larger market for these "unpopular" sports than they expected. Case in point: ASC's Ten Pin Alley, a sleeper hit of 1996 which seemed to surprise critics by being better than anyone expected. Now that companies are willing to develop these types of games for the PlayStation (instead of porting them from other platforms), the market is beginning to diversify a bit. As fans of the art of video game design, we can only see this as a good thing. ASCII's Carom Shot stands as a fine example of what companies can do when they are willing to step outside the pre-established market of sequels. Now, if only someone would develop a fencing game...



STARTING LINEUP

THEME
Billiards

PLAYERS
1 or 2

LICENSES
None

CHALLENGE
Variable



now playing

THE LATEST PLAYSTATION GAMES TO HIT STORES

War Gods



MIDWAY PRAYS AT THE ALTAR OF 3-D FIGHTING

Midway's first attempt at a 3-D fighter, War Gods, disappeared from arcades faster than you could say, "fatality." As we all know, however, mediocre arcade fighting games never truly die; they end up as equally lame PlayStation ports. Such is the case with War Gods.

During the formation of the Earth, a highly advanced being was traveling through our solar system, carrying a load of a life-giving substance known as The Ore. The alien's ship crash-landed on our world, scattering its precious cargo around the globe. Throughout the ages, 10 humans came into contact with The Ore, giving them super-human powers. Mysteriously summoned by an unknown force, these 10 War Gods, as they became known, must battle in a winner-takes-all tournament to determine who is the mightiest.

War Gods essentially looks and plays like a 3-D version of Midway's most famous fighting series to date: Mortal Kombat. The game has similar moves, projectiles and fatalities, causing many to wonder if War Gods was little more than a dry run for the forthcoming Mortal Kombat 4.

War Gods does have a few innovations, however. By pressing block twice, a player can shove his or her opponent backward, throwing them off balance. All 10 characters also

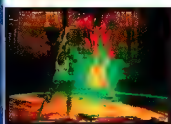
have containment moves, which temporarily immobilize opponents, making them prime targets for a huge 10-hit combo.

War God's graphics are as disappointing as its awkward fighting engine. The game's unintentionally goofy cast of characters,

which includes a Viking goddess, a kabuki warrior, a cyborg and a witch doctor, are stiffly animated and their projectile attacks pixelate horribly. The 3-D backgrounds, drawn in a bland color palette, are equally uninspiring.

War Gods may be of interest to die-hard MK fans or for any PlayStation owner yearning for a blood-soaked 3-D fighting game. Gamers should be cautioned, however, to rent War Gods before buying to see if the game is for them.

Although far from the worst 3-D fighter, War Gods does sow a few seeds of doubt concern-



Kids love guts: War Gods has all the gore of Mortal Kombat, in 3-D.

THEME
Fighting

OF PLAYERS
1 or 2

OF LEVELS
N/A

CHALLENGE
Moderate

PUBLISHER
Midway

FAST FACTS

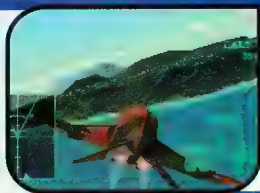
Mortal Kombat 4 is due to hit arcades this August.

ARCADE FIGHTING GAMES
NEVER TRULY DIE...

A sideways dodge can remove players from the line of fire.



The Ultimate Guide
44
to PlayStation Games



Ace Combat 2

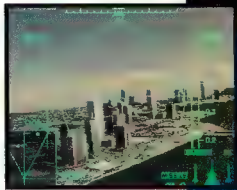
now playing


NAMCO TAKES TO THE SKIES IN THIS HOT FLIGHT-SIM SEQUEL

Strap yourself in and get ready for takeoff; Namco has finally completed a sequel to the acclaimed Ace Combat, and it looks to surpass the original in every way.

The highlight of Ace Combat 2 is the extensive array of different missions. The game features 20 missions which vary widely in terms of goal, setting and challenge. Beginning with

Ace Combat 2 offers additional replay value through a credit- and rank-based award system. The missions are populated, not only with the key targets that are your objective, but also with other, often more challenging, enemy craft whose removal is not essential to the mission. Take these other craft out, however, and you'll be rewarded with special medals, additional credits toward the purchase of new aircraft, and a promotion in rank. Collect a medal for each mission and you may find additional secret

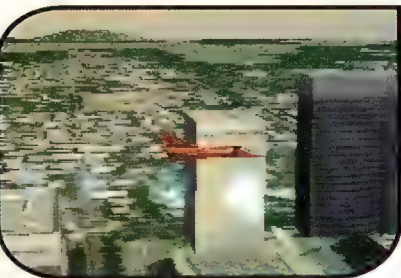


Large, highly detailed cities hide many enemy installations.

STRAP YOURSELF IN AND GET READY FOR TAKEOFF.

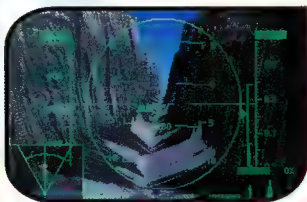
simple seek-and-destroy missions, the game gradually works up to missions with multiple objectives, each one more difficult than the last. For instance, the player's first assignment is to take out a handful of slow-moving bombers that travel in a fixed course. Ease behind them, squeeze off a few missiles and you're headed for home.

Soon, however, you'll find yourself hurtling through deep canyons in an attempt to take out a number of strategically placed missile silos. To remove them, you'll need to fly close enough to the ground to be able to send missiles down the long entryways leading into the silos. Later, you'll be sent on a mission which requires you to fly directly into a low building and take out a reactor inside, *Return of the Jedi* style.



missions or even more hidden planes.

The player has a choice of viewing perspective, either a first-person heads-up display or an Afterburner-style chase view. In addition, players can choose novice or expert controls, which radically affects the way the plane handles. The novice controls are simple and straightforward, while the expert setting allows the game to be



controlled in true flight-sim fashion. Furthermore, the game supports Sony's new dual-analog pad as well as the huge dual-analog flight stick. With arcade action balanced by flight-sim realism, Ace Combat 2 offers one of the most comprehensive flight experiences to hit any platform.



THEME
Flight Sim

OF PLAYERS

1

OF LEVELS

20

CHALLENGE
Moderate

PUBLISHER
Namco

FAST FACTS

Ace Combat 2 features a branching mission tree, so it's never truly the same game twice.

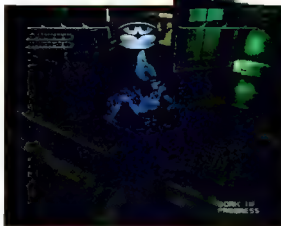
Batman and Robin

After releasing a string of abysmal movie adaptations, such as *The Crow*: City of Angels, *DragonHeart*: Fire and Steel and *Batman Forever*: The Arcade Game, Acclaim is hoping to rehabilitate their reputation among PlayStation owners. Buoyed by the recent success of *Turok*: Dinosaur Hunter, Acclaim assures us they have returned the focus to where it truly belongs: gameplay. Due to the company's extensive film and comic licenses, Acclaim still intends to release movie adaptations; however, they promise to be truer to the franchises they adapt while packing in as much gameplay as possible. Based on the screen shots and alpha version of *Batman and Robin* they recently showed us, Acclaim seems to be making good on their promise.

Batman and Robin is being developed by the wizards at Probe, responsible for such PlayStation hits as *Die Hard Trilogy* and *Alien Trilogy*. Like *Die Hard Trilogy*, *Batman and Robin* will contain multiple engines, requiring players to shoot, fight and drive their way through the streets of Gotham City.

The events of the game occur during three realtime, 12-hour nights and loosely mirror the plot of this summer's big-screen *Batman* adventure. A vengeful Mr. Freeze teams with the beautiful but deadly Poison Ivy to wreak havoc on

Rendering Batman and the Boy Wonder in 3-D proved difficult, particularly the capes, which must move and flow to be convincing.



Gotham, and it's up to *Batman, Robin* and *Batgirl* to stop them.

Unlike Acclaim's ill-conceived *Batman Forever*, the latest *Bat* adventure requires the Dark Knight to rely on more than just his fists to save the day. *Batman and Robin* is a 3-D detective game that requires gamers to comb a 26-square-mile Gotham City searching for clues. From his subterranean nerve-

center, *Batman* must monitor police communications for word of criminal activity. Upon learning of a crime, *Batman* must race to the scene as quickly as possible. If he arrives during the commission of the crime, he must do battle with the thugs, both with his fists and an assortment of bat gadgets. If he is successful in

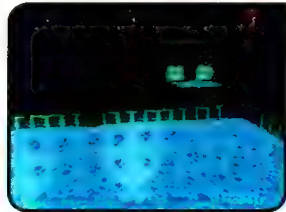


subduing the criminals, he may question them about the whereabouts of their boss. But if *Batman* arrives too late, he may miss the perpetrators altogether, forcing him to rely on his forensic skills to uncover any shred of evidence that may lead him one step closer to the pair of super villains.

Further complicating matters, *Batman* must break off the chase any time he witnesses a common street crime being committed or risk incurring the wrath of the fickle Gothamites. Pass up an armed robbery to follow a hunch, and the headlines the following day won't be kind.

Fortunately, the gamer is free to switch between superheroes at will, gaining access to each character's skills and equipment. The hot-headed *Robin* may be handy with his fists, but he may miss clues the more perceptive *Batman* would uncover. *Batgirl*, although physically weaker, can use her charms to coax information from dimwitted thugs.

As mentioned, Gotham City spans an impressive 26 square miles. Even more astounding, *Batman* and friends can enter each and every building in the city!

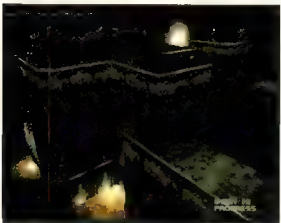


According to Acclaim, the first character model of Mr. Freeze had to be scrapped, because Arnold looked and moved like "a stroke victim."



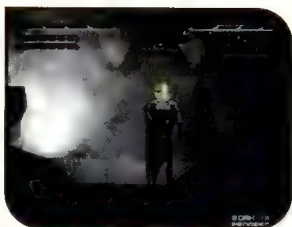
That's not to say every resident is going to roll out a red carpet for Batman; he may need to enter a building using more surreptitious means. A rear exit or an unlocked skylight may take some time to discover, but it's better than being shot in the back entering a suspected crime den.

Since it's extremely hard to hail a cab while wearing a cape (take it from us), Batman must rely on alternate means of transportation. Batman and Robin already includes the Bat Mobile and Bat Skiff, and Acclaim is contemplating adding a few more. Acclaim was allowed to inspect actual movie props, such as bat-a-rangs and grappling hooks, to make their video game counterparts look and operate as accurately as possible. They've looked at Kenner's Batman toy line for additional inspiration, too.



Acclaim is going to great lengths to duplicate the overall look and tone of the game. Members of the development team were allowed to view rough cuts of the film along with production stills to maintain as much continuity between the Gotham City of the game and the Gotham of the movie. Although not reflected in the screen shots shown here, the developers hope to add some colored lighting effects to mimic director Joel Schumacher's use of color. Although this may upset many long-time Bat fanatics who tend to favor a dark, gritty Gotham, Acclaim wants to mirror the film as closely as possible, and Schumacher's cinematography is a big part of that look.

It's still unclear who will be providing the voices for the characters in the game. Of course it would be preferable to use the actual actors from the film, but voice talent like that doesn't come cheap. It's conceivable Probe will use sound-alikes, as was the case with Die Hard Trilogy, or they could opt to use subtitles to advance the story. They are also considering hiring the actor who plays Bruce Wayne's butler, Alfred (who, incidentally, is the only actor to appear in



A 3-D Alicia Silverstone obeying your every command? Count us in!

every Batman film), to appear in video segments.

One thing beyond Acclaim's control is consumer acceptance of yet another movie adaptation for the PlayStation. Will gamers burned by such clunkers as The Crow and DragonHeart be forgiving enough to give Batman and Robin a fair shake? Hopefully they will, because

thanks to Acclaim's new emphasis on gameplay and Probe's excellent PlayStation track record, Batman and Robin very possibly could shape into the best Batman video game to date.



Thanks to her deodorant, a dry and secure Poison Ivy confidently taunts the dynamic duo.



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OF PLAYERS
1
OF LEVELS
N/A
CHALLENGE
MODERATE
DEVELOPER
PROBE

MK Mythologies: Sub-Zero

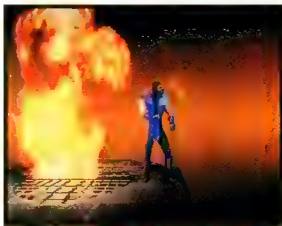
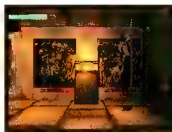
While Mortal Kombat mania never truly died out, few would argue that the game currently enjoys the exalted position it once occupied. The first Mortal Kombat went from cult favorite to arcade sensation almost overnight, and the gore-soaked Sega Genesis version helped propel Sega (albeit temporarily) past Nintendo in the 16-Bit system race. The arcade release of MKII achieved event status among gamers, and both 16-Bit translations dominated video game sales charts for months. Unfortunately for Midway, the third time was not the charm for Mortal Kombat, as the third arcade installment in the series met with a mixed reception from fans, disappointed with the absence of long-time favorite characters and the game's new-fangled combo system.

MK's PlayStation history has been a bit rocky as well. During the early months of the 32-Bit system war, Sony scored an impressive coup by bringing MK3 to their system before any other. The PS version was a competent translation of its quarter-munching brother, but many gamers were dismayed by the brief load times required for the evil sorcerer Shang Tsung to morph into other characters. Even more recently, a glitch-filled

PlayStation version of Mortal Kombat Trilogy, complete with skipping audio tracks, lock-ups and a magically "dancing" Shao Kahn, hit store shelves.

Midway quietly corrected the bugs for subsequent shipments, but by that time, unfortunately, the lukewarm reviews were in.

Fast-forward to 1997. After receiving



Above: Sub-Zero learns that fire and ice just don't mix.



Mythologies: Sub-Zero is being headed by John Tobias and will bypass the arcades in favor of the Sony PlayStation and the N64. While the game will contain digitized characters and plenty of fighting action, the similarities between Mythologies and all previous MK titles will end there.

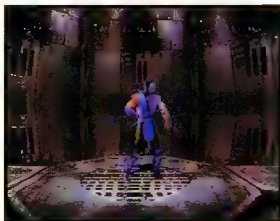
Set 10 years prior to the first Mortal Kombat, MK Mythologies will follow the exploits of everybody's

favorite Lin Kuei assassin, Sub-Zero. Far more than a simple arena fighter, MK Mythologies combines platform, fighting and even RPG elements into a single gaming experience. Players will be free to explore the Mortal Kombat universe, engaging in plenty of fights, dexterity tests and puzzles along the way.

As for Sub-Zero himself, he appears to have gained a few new abilities. In

a resounding black eye with the ill-conceived War Gods, Midway seems determined to resurrect its once-mighty champion. Coinciding with the production of a second New Line Cinema feature film (scheduled for a Nov. 21 release), Midway has made the bold move of splitting up the gaming world's dynamic duo, John Tobias and Ed Boon (MK's creators), to produce two new

Mortal Kombat titles: Mortal Kombat 4 and Mortal Kombat Mythologies: Sub-Zero. The graphically super-charged, all-polygonal MK4 is being helmed by Ed Boon and is scheduled to be unleashed on unsuspecting arcade gamers later this summer, while MK



Although presumably set on Earth, MK Mythologies: Sub-Zero will have plenty of surreal and nightmarish backgrounds, including the one seen above.

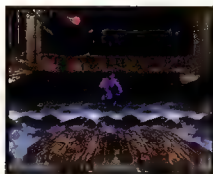
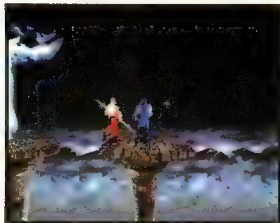




Sub-Zero loads up one of his patented ice attacks.

addition to all the blows, combos and special attacks he possessed in previous MK installments, Sub-Zero can now climb ropes, leap chasms and scale cliffs. Additionally, Midway has hinted that he will learn new attacks and abilities as he progresses through the game, gaining precious experience points.

While the images included in this



spread include many nightmarishly stylized back-grounds, Mythologies looks as though it will occur on Earth rather

than in the Outworld. This would make sense within the MK timeline, since MKII marked the first time Earth warriors journeyed to the shadowy Outworld to battle the forces of evil.

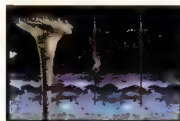
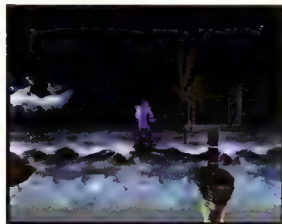
Although they seem reluctant to give away the farm, Midway disclosed that Sub-Zero will not be the only familiar face in Mythologies; lightning lord Raiden and perennial favorite Liu Kang are said to make cameo appearances as well as a few new characters scheduled to debut in MK4. Even more exciting for Mortal maniacs, Mythologies will reveal the complete origin of Scorpion and the source of his unholy hatred for the arctic assassin. (OK, we already know Sub-Zero iced Scorp's human incarnation, but we don't know how or for what reason. Mythologies will reveal all of that and a whole lot more!)

Since MK Mythologies: Sub-Zero is destined to hit both the PlayStation and the N64, gamers are already speculating which version will be superior. (Can you guess which version we at P.S.X. are banking on?) While the N64 version may have better background resolution, the PlayStation undoubtedly has a few distinct advantages. The superior storage capacity of CDs will allow more frames of character animation as well as space for lengthy cinemas. Music

and sound effects are almost a cinch to be better. Another fact that is almost certain to sway gamers is price, and the cheaper manufacturing cost of CDs (consider 99 cents to press a CD versus \$30 for a cartridge) almost assuredly will impact retail price, assuming Midway favors

economics over politics. (Then again, never underestimate the clout and arm-twisting ability of Mario's boss, Hiroshi Yamauchi.) In other words, the PlayStation version could be as much as \$20 cheaper, although it should be noted Midway hasn't commented on the game's suggested retail price.

MK Mythologies: Sub-Zero is slated for a third-quarter release. Until then, just chill out.



A dynamic camera will follow all the action.

Jersey Devil

Malofilm Interactive is preparing to release one of the more unusual titles to come along for the PlayStation in some time. Called *Jersey Devil*, this game takes elements of games like *Crash Bandicoot* and *Mario 64* and throws them together in a highly stylized—and quite convincing—3-D cartoon world.

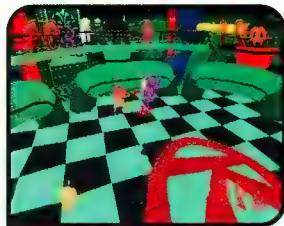
Jersey Devil begins with a cartoon cinema which sets up the story. A mad scientist by the name of Doctor Knarf has begun experimenting with the mutation of vegetables, building a veritable army of walking veggies to do his bidding. One day, Dr. Knarf's chief minion, Dennis Pumpkinhead, stumbles upon a strange infant on his way back to the laboratory. This little purple guy resembles nothing so much as a cartoon devil, complete with horns, wings and forked tail. Dr. Knarf, of course, decides to dissect the little creature (he has no use for humanoid creatures, being interested only in vegetables), but discovers that he is out of scalpel blades. While he heads to town to pick up a new supply, *Jersey Devil* escapes from the laboratory into the night.



Jersey Devil pauses to admire some of the art in this museum.

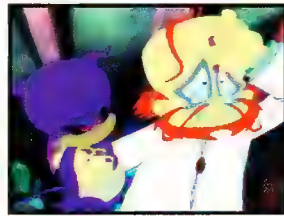
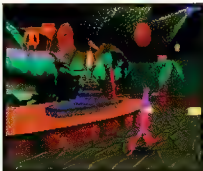
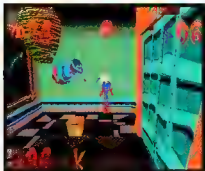
Now, many years later, Dr. Knarf's vegetable army has begun to terrorize the citizens of Jersey City. It is up to the now fully grown *Jersey Devil* to put a stop to his evil schemes. Armed only with his wits, *Jersey* must jump, spin and somersault his way through 11 3-D cartoon-style levels, trouncing mutant vegetables and other assorted baddies and making the world safe for truth, justice and the vegetarian way.

Shamelessly drawing elements from such animation greats as Warner Bros. and Hanna-Barbera, *Jersey Devil* is the first PlayStation game to truly give the appearance of a 3-D cartoon world. (Intrepid gamers might remember another game that attempted a similar effect—namely, the irredeemable *Bubsy 3D*. When players complained of the game's horribly bland graphics, the developers claimed that they were an intentional by-product of their dubious attempt at a cartoonish style.) Strangely skewed, brightly colored landscapes abound, packed with outrageous enemies and

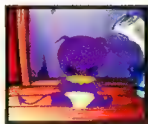
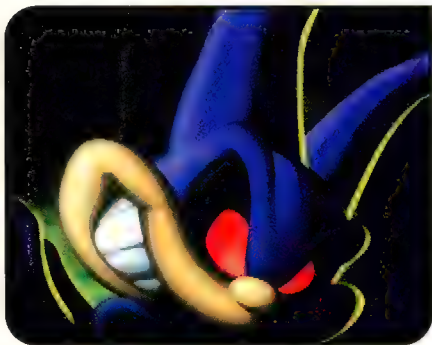


a fair collection of puzzles.

Puzzles, you ask? In a platform game? Well, the game does have its share of typical platform scavenger hunts. For example, each level has a locked door which can only be opened by collecting letters to spell the name of your enemy, Knarf. But the game also features some less-than-run-of-the-mill puzzles. One level, for instance, pits *Jersey Devil* against a hulking caveman atop a large pyramid. If he's quick enough, *Jersey* can cause the top of the pyramid to collapse, spilling the hapless caveman inside. If *Jersey* jumps in after him, he'll land right on top of the poor guy's bulging belly—and bounce! Now



Dr. Knarf laments the breaking of his last scalpel blade while *Jersey Devil* looks on with well-disguised relief.



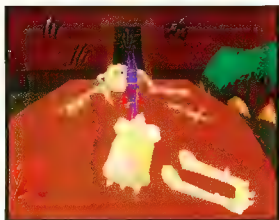
development.

The game is full of hidden areas and items, many of which are hidden behind special collapsing walls that can only be destroyed by throwing a box or some other large object through them.



Swinging platforms and bottomless pits prove hazardous to JD's health.

almost unprecedented success of Mario 64, it was inevitable that a number of PlayStation-based look-alikes would spring up in Mario's wake. Croc and Gex: Enter the Gecko are two of the best-looking examples. But it's clear that developers have learned a lesson from the fate of Bubsy 3D: Three-dimensional worlds do not a hit game make. Developers are now (thankfully) focusing on gameplay, clever level design, interesting characters and all-around playability. And so, although Jersey Devil may have a "hell" of a time competing against its equally impressive challengers, it looks to be one "damned" fine game, and should prove one of the "hotter" titles we'll see this fall season.



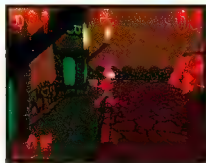
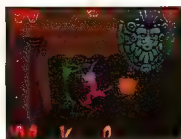
Jersey must find his way out of this room. But finding the exit won't get him out that easily. It turns out that the only way out of the room is via a small doorway which is much too high for Jersey to reach on his own. After some experimentation, it becomes clear that he'll have to push the caveman's lifeless body under the opening and use his stomach for a springboard.

No, it's not rocket science, but it is a rather refreshing departure from the mindless bounce and run of most platform games. Not even Mario 64 has a high degree of puzzle elements. Furthermore, many of the enemies, especially the Bosses, are (pardon the pun) diabolically difficult—at least at this particularly early stage of

Jersey does possess three different attacks, a spinning-tail attack, a somersault attack and a simple punch; but these are insufficient to take down some large obstacles.

Jersey is also able to use his wings to glide between levels. Although he can't actually fly, he can glide slowly down from any height, allowing the player to maneuver him easily. This can be particularly helpful when jumping off roofs, trees or flagpoles. The designers also inform us that in the final version, Jersey Devil will be able to drive a number of vehicles, and even ride on certain animals. Whether this ability will be akin to the boar-riding levels of Crash (i.e., just like all the other levels, but faster) or if it will offer a real departure from the style of the rest of the game remains to be seen. It's good to know, however, that the developers are still looking to include more and more diversity in a game that already looks to be plenty diverse.

By now many similarities to Mario 64 must have become apparent. The folks at Malofilm acknowledge the influence of Mario on their product, but point out the many substantial differences between the games. Following the



*** OF PLAYERS**
*** OF LEVELS**
11 CHALLENGE
MODERATE
DEVELOPER
MEGA TOON



Star Wars: Masters of Teräs Käsi

With the release of last year's Rebel Assault

2 and Dark Forces, we at P.S.X. thought we wouldn't be seeing any more Star Wars PlayStation games for

quite a while. Well, we were wrong. LucasArts has been quietly developing Star Wars: Masters of Teräs Käsi and—surprise—it's a fighting game!

While *Star Wars* generally invokes images of dogfights rather than fist fights, LucasArts, realizing the enduring popularity of fighting games, has cooked up a somewhat contrived story to pit all of your *Star Wars* favorites against one another, mano-a-mano. It seems Darth Vader has hired a woman named Arden Lyn to assassinate prominent Rebel leaders not with a blaster or lightsaber, but with her bare hands. Lyn is a master of Teräs Käsi, a form of martial arts that allows its practitioners to channel the Force through their bodies. Luke catches wind of his father's plot and begins training all of his friends in the ways of Teräs Käsi, so they will be able to protect themselves.

The most unique thing about Masters of Teräs Käsi is its dual fighting system. Players will be able to engage in either hand-to-hand or weapon-based matches. The members of the development team

must all be graduates of Namco Fighting 101, because Masters of Teräs Käsi relies on the button configurations of two top-selling Namco fighters. In Weapon Mode, players will rely on three attack buttons as well as a Kick button (a la *Soul Blade*). In Hand-to-Hand Mode, players will have two Punch and two Kick buttons (a la *Tekken*) at their disposal.

The cast of characters contains all of your *Star Wars* favorites, including Han, Luke, Leia, Chewie, as well as the most feared (and over-hyped) bounty hunter in the galaxy, Boba Fett. A pig-faced Gamorrean, a Tusken Raider and newcomer Arden Lyn round out the cast of characters. The final Boss is rumored to be the man in black, and we ain't talking about Johnny Cash. LucasArts has hinted about the possibility of a few hidden characters as well but didn't give any specifics.

While Rebel Assault 2 and Dark Forces weren't exactly the pinnacle of excellence in their respective genres, the two, nonetheless, continue to sell well. Masters of Käsi is sure to have a built-in audience and is almost destined to hit the top of the sales charts.

Even in Hand-to-Hand Mode gamers can use weapons as special attacks.



Ugh! There's nothing worse than the smell of burnt Wookiee fur.



OF PLAYERS
1 OR 2
OF LEVELS
N/A
CHALLENGE
VARIABLE
DEVELOPER
LUCASARTS

Machine Hunter

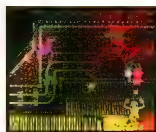
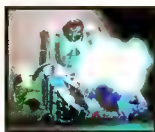
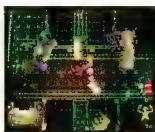
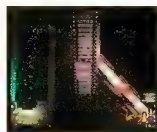
MGM Interactive is unleashing a new breed of arcade-style gaming onto the console market with the release of Machine Hunter. An intense, fast-paced blaster in the vein of Loaded or Smash TV.

Machine Hunter brings the essence of arcade gaming to the PlayStation.

In a style somewhat similar to the poorly received Re-Loaded, Machine Hunter is a top-down shooter with 3-D rendered terrains and enemies. Where Re-Loaded lagged in terms of speed and action, however, is where Machine Hunter shines. A simple control setup which allows players to quickly fire in all directions makes sure that the interface is as unobtrusive as possible, giving players a chance to focus on the action.

The game is set in multilayered environments which allow players to travel between several "floors" on a single level. The levels themselves are large and complex, and the clever use of layering offers plenty of secrets, from hidden power-ups to entire secret areas. A wireframe map aids players in navigating the levels.

One of the most innovative features of Machine Hunter is the system of powering up characters. Upon defeating enemy droids, players have the option of "morphing" into the now-vacant body, assuming its characteristics and weaponry. Thus, as enemies grow in strength and abilities, players become increasingly powerful as well. With nine different classes of enemy droids, the player finds an entire arsenal of exotic weaponry, including grenade launchers, machine guns and plasma cannons, for over 30 different weapon combinations in all. This morphing ability can be as



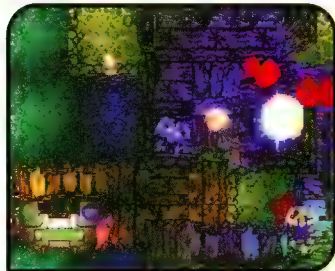
much of a hindrance as a help, however. Players controlling a particularly powerful droid face the danger of accidentally trading the powerful version for a weaker model, since claiming a new droid is done by simply rolling over the sizzling carcass. This ability can also prove fruitful, of course, since players can often find themselves besieged on all sides by powerful droids. The situation may look hopeless, but take out just one droid, take over the remnants, and the odds are suddenly a lot more even. It makes for interesting shifts of power.

Machine Hunter features full two-player cooperative play, allowing each player to roam freely throughout the game's 20-plus levels. Players can choose to work side by side, covering each other and conquering the levels bit by bit, or to split up in an attempt to cover as much ground as possible. Additional challenge can be added by choosing to make gunfire harmful to your teammate, forcing players

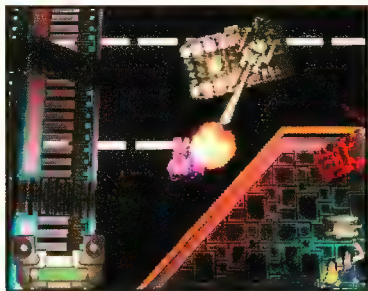
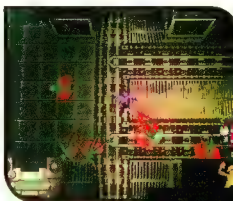
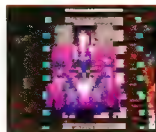
to take their shots carefully.

A number of specific mission objectives for the different levels assures that the game is not without depth, as

widely varied locations keep things from becoming monotonous. With its simple, addictive gameplay, Machine Hunter proves that the spirit of arcade gaming is alive and well.



Swamp levels have characters trudging through waist-deep water.



Some missions take place on city streets, offering the chance to destroy various vehicles.



OF PLAYERS
1 OR 2
OF LEVELS
20 +
CHALLENGE
DIFFICULT
DEVELOPER
EUROCOM

Steel Reign

Along with *Spawn: The Eternal* and *Blasto*, *Steel Reign* is one of the first non-sport PlayStation titles being developed by Sony. Having distinguished themselves with their sports lineup, Sony is really polishing their first batch of action titles, and *Steel Reign* is no exception.

In *Steel Reign*, players hop behind the controls of a variety of prototype tanks, including the duel-barreled *Copperhead*, the heavily armored *Diamondback* and the futuristic *Sidewinder*, a fixed-turret hover-tank. Each of these rolling death machines is equipped with an arsenal of weaponry, including the standard machine guns and rockets as well as fragmentary grenades and powerful lasers. Gamers can also collect cruise missiles, which can be steered while in flight via a missile cam!

Steel Reign's missions require the player to traverse a variety of terrain, including desert, urban, canyon and forest. All of the environments are composed of polygons and are populated with diverse enemies, including tanks, helicopters and ground turrets. While some environments, such as the desert, are quite sparse, others are loaded with detail. The urban environment, for instance, has a couple of overpasses that facilitate your navigation through the level while giving you a bird's-eye view.

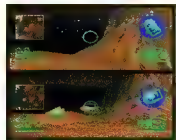
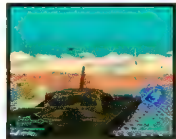
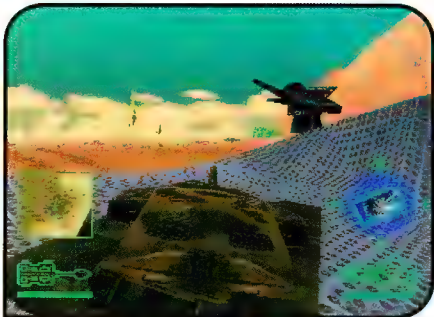
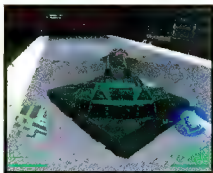
The goal of each mission is to find and destroy a particular target, such as a fuel depot or a radar installation, and to escape in one piece. You are provided with a pre-battle briefing and a radar, but other than that, you're basically on your own.

One of the most unique things about *Steel Reign*

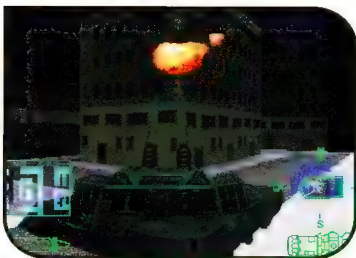
is the control. Gamers have a variety of digital control configurations available, but the Analog options are far superior. One mode assigns a single tread to each Analog stick (a la *Assault*), while a second mode allows the gamer to control the tank and the turret independently. This is great, because the player can rotate the turret around to shoot pursuers while continuing

to move forward, creating fast and challenging gameplay.

In addition to the One-player Mode, *Steel Reign* also has a killer Two-player Split-screen Mode. In this mode, players duke it out in eight arenas that are smaller than One-player mission maps but are filled with plenty of



Toast a friend in Two-player Mode.



You can steer cruise missiles to take out turrets and other enemies.

obstacles, nonetheless. One particularly nasty tactic is to pick up some cruise missiles, hide behind a building or some other obstruction and launch. As previously mentioned, the cruise missiles can be steered, so you can destroy your opponent from a long distance without having to worry about receiving any damage.

With *Blasto* and *Spawn: The Eternal* in the works, the platforming and fighting categories are almost certain to be well represented in Sony's catalogue of original titles. *Steel Reign* will be the company's first foray into the 3-D warfare genre and from what we've seen so far, the game definitely shows promise.



OF PLAYERS
1 OR 2
OF LEVELS
N/A
CHALLENGE
VARIABLE
DEVELOPER
SONY

UNDER CONSTRUCTION

PREVIEWS OF GAMES CURRENTLY IN DEVELOPMENT

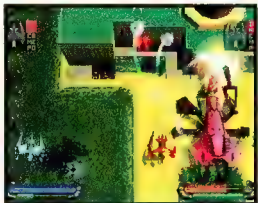
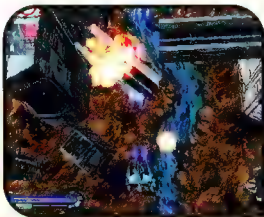
Violent Seed

Ever since the PlayStation was released, it seems that many developers have tried to keep up with the newest, hottest trends in the world of "next-generation" gaming. 3-D point-of-view shooters and fighting games dominate the market, each one trying to beat the other in the race to be more state-of-the-art. Through all this, few developers have concentrated on updating some of the classic game genres; most try instead for a prominent spot on a big bandwagon.

That's why it's so refreshing to see a game like Violent Seed.

Rapid Entertainment has taken a simple, classic genre—the top-down shooter—and have given it a radically modern facelift. Like RayStorm, a similar title being released by Working Designs, Violent Seed is as impressive to look at as it is simple to play.

Simple does not necessarily mean easy, however, a fact to which Violent Seed surely testifies. With 12 different locations spread out over 10 levels, over 40 enemies (plus eight end Bosses), multiple flight paths and plenty of hidden secrets, the game offers plenty of challenge for the seasoned gamer.



One of the most intriguing features of Violent Seed is the ability to interact with what in other games would be simple scenery. Players can lock on to cars, trucks, even people, and use them as "bombs" to help

take out the swarms of enemies that are constantly bombarding them. The inclusion of five different weapons, complete with power-ups and three additional game power-ups, makes for a satisfactory arsenal.

Classic shooter fans are sure to be pleased by the return to their previously neglected genre. Violent Seed is Galaga at its heart, but its body is purely high-tech.

A dynamic point of view gives Violent Seed the illusion of depth.



OF PLAYERS
1 OR 2

OF LEVELS
12

CHALLENGE
MODERATE

DEVELOPER
RAPID ENT.

LOOK OUT



Freakin' Fast

From Universal Interactive Studios, the producers of Crash Bandicoot and Disruptor, comes one of the most unique titles to pass through our offices in some time, an unorthodox racer entitled, appropriately enough, Freakin' Fast.

An unusual blend of platform and racing games, Freakin' Fast incorporates elements of both genres in a game that almost defies classification. Players take the role of one of six animal characters, each with different attributes which translate into varying speeds, jumping abilities and power. These characters race through tracks in six different environments, ranging from a Crash-style jungle to an icy arctic world. Players must avoid obstacles and other players while collecting power-ups and searching for hidden shortcuts and other secrets.

The game includes power-ups which offer a number of useful perks. One makes the character bigger so that he knocks other racers out of the way. Another allows the character to fly for a short period of time, avoiding ground hazards which could slow him down. One power-up even freezes the ground under the opponent, causing him to slow down and lose control. In addition to these helpful bonuses, tracks feature alternate paths

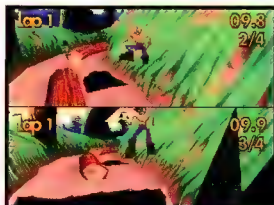
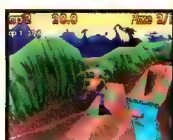
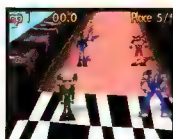
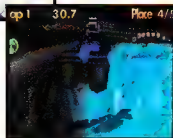
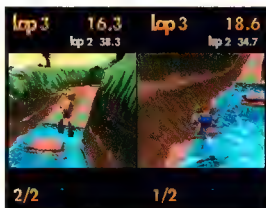
and shortcuts which can give cunning players an edge over the opposition. Each track also features one or more "lines," ideal paths which offer the shortest distance to the finish line or the greatest number of helpful power-ups.

Freakin' Fast features a two-player split screen which allows head-to-head competitive play without sacrificing any of the game's blazing speed (the game runs at 60 frames per second in Full-screen Mode). In addition, the developers are planning on implementing four-player support (either through the link cable or the multitap adapter) for an all-out battle royal. In addition, five play modes and three speeds of competition offer varying degrees of challenge, giving even experienced players significant replay value.

BlueShift, Inc., the development team behind this innovative game, was founded in 1995 by four former coin-op arcade designers who developed such '80s classics as Paperboy, 720 and Rampart. Now the company is looking to the future with their involvement in next-generation console development. Freakin' Fast is sure to stand out as one of the most unusual games of this year.

Players will need to avoid mud pits and other hazards in the race to take home first place.

A choice of split-screen options allows players to choose the most suitable view.



OF PLAYERS
1-4
OF LEVELS
6+
CHALLENGE
VARIABLE
DEVELOPER
BLUESHIFT

UNDER

CONSTRUCTION

PREVIEWS OF GAMES CURRENTLY IN DEVELOPMENT

Felony 11-79

This fall, ASCII Entertainment is looking to release one of the most unique driving games seen on any system, a game called Felony 11-79.

Called "Runabout" in Japan, Felony 11-79 sends players careening through realistically represented city streets and highways on a high-speed chase to recover stolen goods. The game begins as the player busts out of a jewelry store with an ancient, priceless artifact. The police quickly move into position



to block the criminal's passage, and it is now up to you to escape the influence of the law and make it to your hide-out intact.

As you might imagine, this scenario sets the scene

for some spectacular destruction, as you smash headlong into police cars, roadblocks, buildings and anything else that happens to be in your way.

Mass destruction is not your only aim, however. You must first make your way through the crowded streets of Chinatown, collecting batteries which will be used to destroy the electric fence that bars the entrance to the next stage. Once this is done, you must evade pursuing police cars while avoiding oncoming traffic as you hurtle down a seaside roadway on the way to your destination. This wouldn't be such a problem, except for the fact that your own vehicle is not impervious to damage; take enough hits and you'll be out of commission for good, easy prey for the scores of police in pursuit.



Other levels give players a chance to race down crowded sidewalks, through fields of frightened cattle, even over partially-raised draw-bridges. Multiple paths offer plenty of choices, depending on the driver's tolerance for danger.

Felony 11-79 features 22 cars, including a Passenger Bus, a Formula 1 racer, a brand-new BMW sedan, a Street Sweeper and even a Tank. Players begin the game, however, with only four vehicles; other vehicles are hidden, or offered as rewards for completing particularly death-defying feats.

With levels set in Chinatown, Japan and Paris (with more to possibly follow), Felony 11-79 is sure to offer as much variety as it does excitement. This is definitely not your run-of-the-mill racer.



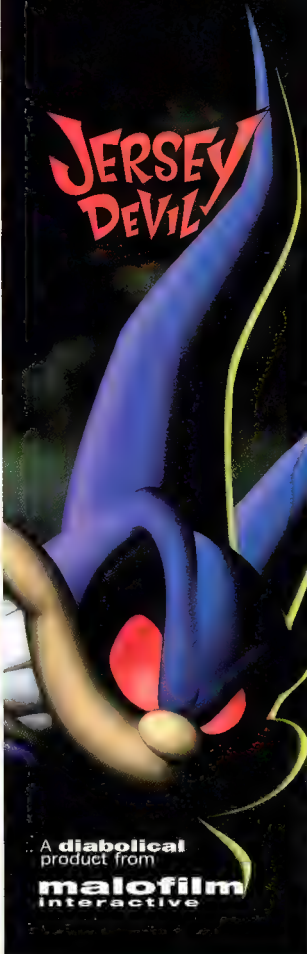
Realistic locations and real-life vehicles (some more unusual than others) give Felony 11-79 a style all its own.

OF PLAYERS
1
OF LEVELS
3+
CHALLENGE
DIFFICULT
DEVELOPER
CLIMAX



UNLEASHED THIS SEPTEMBER

JERSEY DEVIL



A diabolical product from
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Pandemonium! 2

Any fan of platform games probably spent a great deal of time with the original *Pandemonium!*, the game that started the pseudo-3-D platform craze. The game featured an assortment of fast-paced levels which took the spirit of old-school platform games and thrust it into a dynamic, colorful, slightly twisted environment. Through careful level planning and camera control, the game gave the illusion of being in 3-D, even though all the action took place on a fixed path which allowed little or no deviation. Now, Nikki, Fergus and Sid are returning in a sequel that promises to be bigger, faster and stranger than the original.

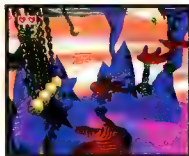
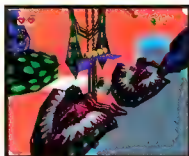
The most noticeable addition to *Pandemonium! 2* is the inclusion of three "flying" levels, segments of the game which appear somewhat similar to the flying sequences of Sega's *NIGHTS*. At this point, it doesn't appear that the player will have full 3-D

control over the character's path, but this could conceivably change as the game is tested. Still, expect an even more convincing 3-D illusion, as the developers are including more dynamic, "aggressive" camera angles, which should give the game an appearance of depth and freedom.

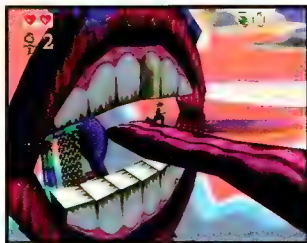
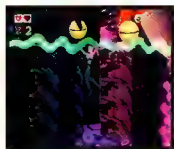
Pandemonium! 2 will feature an older, tougher, well-endowed Nikki and a redesigned

Fergus and Sid, each with new idle animations (one of the truly comical elements of the first game) and a host of new abilities. Nikki, for example, has an entirely new arsenal of magic projectile attacks, and Fergus has a few new attacks as well, including the ability to use Sid (his stick-puppet sidekick) as a weapon.

Four huge new Bosses will be on hand to keep things interesting, as well as a number of new enemies. Tons of secrets and hidden areas will be in the game as well. One bonus level, for example, gives players a chance to develop an intimate knowledge of

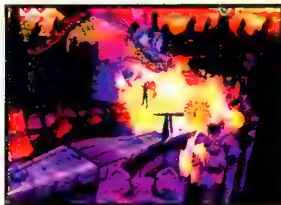


Pandemonium! 2 offers players the chance to experience what it feels like to be a piece of food.



Fergus' less-than-normal mind. Those familiar with the first *Pandemonium!* can expect to see similar level structure, with alternate paths and plenty of hidden items.

Since the first game's release, several other games have surfaced which sport a similar dynamic 2-D platform engine, like *Spider* and *The Lost World*. As influential as it was, *Pandemonium!* may be a tough act to follow. See how the sequel stands up to the original in the coming months.



Environmental hazards, like a dragon with halitosis, can prove fatal to Nikki or Fergus.



OF PLAYERS
1
OF LEVELS
14+
CHALLENGE
MODERATE
DEVELOPER
CRYSTAL DYN.

G-Police

English developers Psygnosis are perhaps best known for their racing games. Recent efforts like *Codename: Tenka* and *Sentient* have not enjoyed nearly the same degree of popularity as their *WipeOut*, *Destruction Derby* and *Formula 1* products. This fall, expect all of that to change as they release a spectacular game of futuristic air combat called *G-Police*.

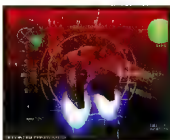
The year is 2097, and the Earth is steadily running out of natural resources. In an attempt to secure resources elsewhere, colonization has begun on Calisto, one of the moons of Jupiter. Soon, however, the colonies begin to revolt, attempting to claim the precious resources as their own. So Earth is forced to create an armed militia in an effort to put a stop to the uprisings which are breaking out all over the colonies.

Now, as a member of the elite G-Police, your mission is to pilot a Havoc attack helicopter through the giant domed cities on Calisto. You will need to maneuver around huge skyscrapers, through busy traffic, over roads and under bridges as you combat the ever-increasing technology of the colonial revolutionaries. Try not to take out too

many civilians, cars and buildings—but you don't have to be too careful; if you're going to make an omelette, you'll need to break a few eggs, you know?



Spectacular explosions, light-sourced for an incredibly realistic effect, light up the dark streets which are G-Police's setting.



The action of G-Police takes place in the crowded city streets of the future, complete with civilian traffic and other hazards.

All of the action in *G-Police* takes place within the city itself, but because the cities are set within protective domes, there is a limit to how much exploring you can do. Players can roam freely through the city, but cannot exit the dome. This assures that there will be no lull in the action, since running from a fight won't really get you anywhere.

With realistic light-sourcing and visually stunning high-resolution graphics, *G-Police* looks to be one of the most amazing-looking titles ever seen on the PlayStation. Of course, gameplay is the true test of quality, but that looks to be just as impressive. This is without a doubt a title to watch.



OF PLAYERS

OF LEVELS

N/A

CHALLENGE

DIFFICULT

DEVELOPER

PSYGNOSIS

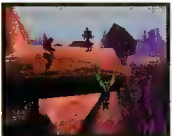
One

ONE man. ONE solution. ONE state of mind..." These words serve as a preamble for ASC's upcoming 3-D action/adventure title, and from what we've seen so far, it's going to be ONE helluva a game.

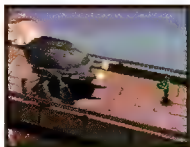
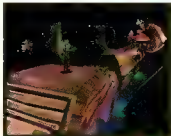
Forty years in the future, John Cain awakens to an unfamiliar world populated with mechanized horrors and an army of hostile stormtroopers bent on his destruction. These changes in his world pale in comparison to the changes in his own body: a horrified John discovers upon awakening; protruding where his left arm once was is a cold steel blaster. What's more, an almost blinding rage urges him headlong into battle, searching for answers and, more importantly, the person responsible for his condition.

Based on the extremely early version we've received, ONE promises to deliver the pulse-pounding blastfest *Contra: Legacy of War* should have delivered. It even threatens to upstage Activision's ballyhooed Bruce Willis vehicle, *Apocalypse*.

Although the game isn't truly non-linear, ONE does have huge, innovatively designed levels that branch at various points and allow a good deal of freedom of movement. The levels that we've seen so far span urban, canyon and subterranean environments and are populated with plenty of bad guys to blast.



Perched atop a moving train, John must do battle with this mechanized horror.



ONE's most unique innovation is its lack of traditional health bars or power-up meters. Visual Concepts, the game's developer, instead substituted a single multipurpose meter they've dubbed a Rage Meter, which regulates John's shot strength and physical durability. It even determines which physical attacks (kicks, punches, etc.) and combos John has at his disposal! In other words, the more pissed off John gets, the more deadly he becomes.

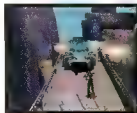
ONE also has an innovative floating camera that insures you won't miss a moment of the action. "Shots" range from close-ups, in which John dominates the screen, to long-shots,

in which John is little more than a speck on the horizon. Additionally, during a battle with a helicopter Boss, John is seen from the enemy's point of view. This floating camera gives ONE a very dynamic look that seldom bores the player.

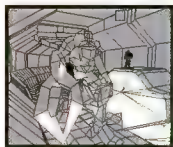
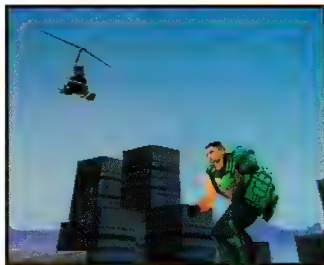
Although our version has only one type of weapon, ASC assures us the production version will include plasma cannons, flamethrowers and missile launchers. They also plan to add more enemies and additional physical abilities for John. In the version we've seen, John can only grab and hang from ledges. All of the physical attacks have yet to be added. The scary thing is, it's still fun!

Besides the helicopter Boss, we've also seen a giant robot that chases John as he rides a giant train through a long tunnel. To destroy this mechanized horror, John must shoot overhead at support beams that periodically go by. A direct hit will cause a section of roof to collapse on the robot, giving John a quick breather.

Although the game is still extremely early, this is definitely ONE title to keep your eye on. Look for more on this hot title in future issues.



ONE's enemies come in all shapes and sizes, from simple foot soldiers to armored mechs.

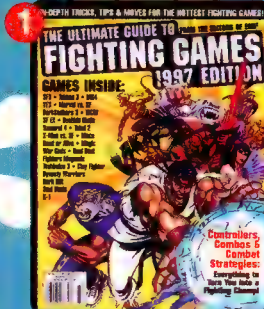


A wireframe of the train chase illustrates the level of detail.

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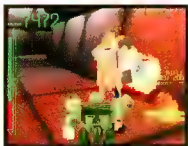
Armored Core

At first glance, Armored Core is little more than a transparent Virtual On knock-off; however, a closer look reveals the game greatly improves and expands upon the Virtual On formula rather than simply rip it off.

In Two-player Split-Screen or Link Modes, players pilot a heavily armed mech of their own construction against one another in an all-out blastfest. Like Virtual On, Armored Core allows players to jump high into the air or to rapidly slide sideways through the use of powerful jets. Players also may switch between a variety of powerful weapons on-the-fly. Unlike Virtual-On, which primarily relied on simply shaded polygons, Armored Core's mechs and background objects contain highly detailed texture maps. The levels are also much larger, with plenty of trees, buildings and other objects to hide behind. The unfinished version we've seen contains an urban battlefield, a harbor and a night-time woodlands scene. Although we are not sure how many, the developer assures us several more levels will be added for the production version.

While the Two-player Split-Screen is good, the optimal way to play is via the Link option. Of course, this requires two PlayStations, two monitors and two copies of the game. Admittedly, taking advantage of the Link option is a bit impractical (not to mention expensive), it really offers the closest thing to an arcade experience for the home.

Armored Core has lots of BIG explosions that light surrounding areas.



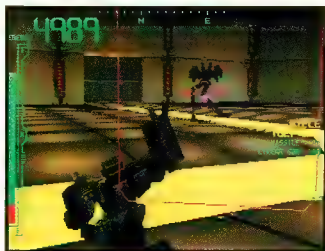
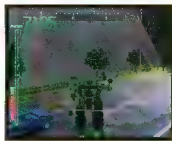
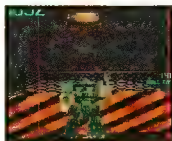
situations to take out troublesome mechs and robots. The player begins with a certain dollar amount he or she must use to build the best mech they can.

Spending a great deal of cash on a pair of powerful legs will make your mech fast, but may leave you without sufficient firepower. Conversely, spend too much dough on weaponry, and you may be a sitting duck. After collecting a few bounties, you can upgrade your mech, but watch out. Missions get progressively more challenging, so you'll need that extra firepower. Although the Story Mode levels take place in enclosed corridors rather than wide-open terrain, the player still can use the jump jets to rapidly escape or pursue enemies or to fly toward the ceiling for a better view.

While Sega fans are correct to point out that Sega's famous arcade teams, responsible for such classics as Virtua Fighter and Sega Rally, are the ones blazing new trails for others to follow, PlayStation owners have been the beneficiaries of some fine "homages," including Tobal No. 1 and Rally Cross. Armored Core looks like it will be yet another "homage" to the brilliance of Sega's arcade teams as well as an outstanding title in its own right.

What's more, it makes it impossible for your opponent to peek at your side of the screen to learn your location.

Armored Core also offers intense one-player action in the form of a Story Mode. In this mode, the player assumes the role of a bounty hunter dispatched into a variety of hostile



In Story Mode, you collect bounties for destroying renegade robots.

OF PLAYERS
1 OR 2

OF LEVELS
N/A

CHALLENGE
MODERATE

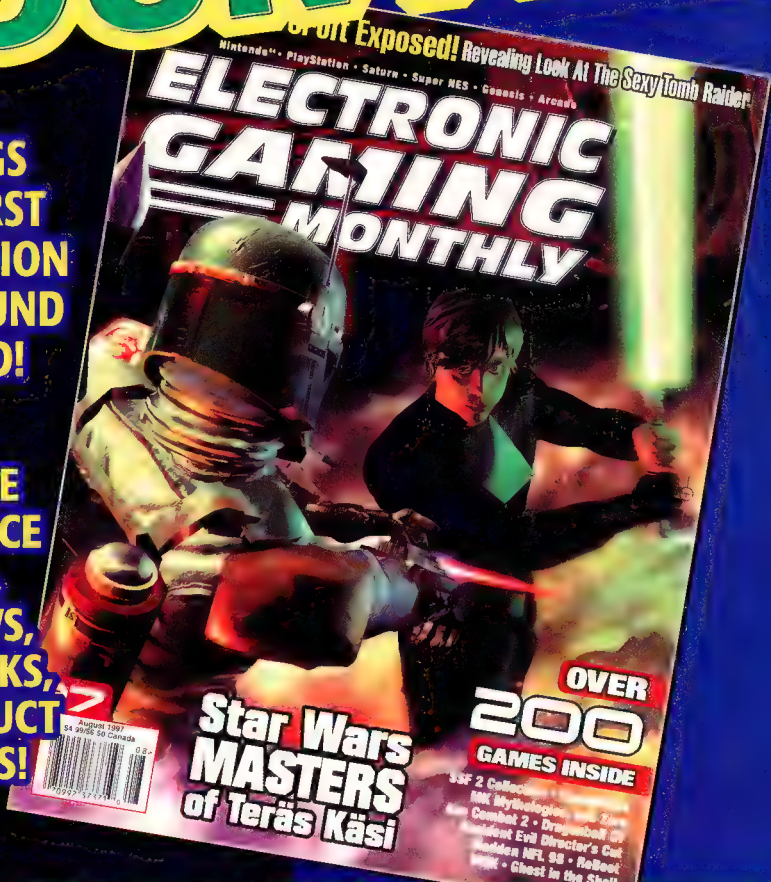
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INSIDE *the* HUDDLE

by Todd Mowatt

Madden has brought his many years of coaching experience and expertise not only to the broadcast booth but to his best-selling EA SPORTS PlayStation games.





Madden set an NFL coaching record for the fastest 100 wins.



It's an annual ritual, just as the leaves turn and a chill comes into the air, thoughts turn to football. You can't be a football fan without knowing

about the Emmy award-winning NFL Fox broadcasting team of John Madden and Pat Summerall.

Coincidentally, if you play video games and are a football fan, you will know the Madden name.

Since 1985 when then Electronic Arts president Trip Hawkins inked a deal with John Madden to be a part of the EA SPORTS product line, the relationship has been mutually beneficial.

In recent years EA SPORTS (like many gaming companies) had a few hiccups, and not releasing a version of Madden when the PlayStation was first released was considered by many diehard Madden fans one of them.

Then last year Madden NFL 97 was released and it sold 550,000 copies. While it had symptoms of the usual Madden flair, many gamers felt there were some serious gameplay issues. Madden, for the second time in gaming history, was not the king of the gaming gridiron. Many diehard Madden fans were beginning to wonder aloud if this was the end of the mighty Madden football dynasty. Was EA SPORTS' run finally over?

Not only can the answer be found in the following pages, but you can find out for yourself when the game is released in early September.

The gameplay for this year's version of Madden is very solid and we put the game through its paces. With a list of last year's money plays in hand, we tested the computerized defense and offense. As the first journalists to play this year's game, we came away very

impressed. Madden is back and it's better than ever. A new selection of offensive and defensive plays

accompanied by a bold new look and that trademarked Madden feel should put EA SPORTS in a position to recapture the title. It won't be easy, but this year's version of Madden should stiff-arm its competition.

Madden NFL 98 doesn't look rushed; the EA SPORTS crew took their time with this game and almost every major issue we had with last year's game has been addressed.

"Madden was more accessible to us this year than ever before," said Steve Sims, EA SPORTS producer who heads up the Madden team. "We've had one and sometimes two appointments with him monthly, showing him new rews of the game and giving him updates. He has been very happy with what he has seen so far and we have two or three more sessions planned with him."

EA SPORTS also recruited several big-name NFL stars, not to endorse their product but to test it. For the last three years EA SPORTS has held Madden Bowl, a party of sorts at or near where the Super Bowl has been played. NFL players not taking part in the Super Bowl who play Madden are invited to compete in this highly contested tournament with the winner getting a trophy and bragging rights for a year.

For two years running, Reggie Brooks won the Madden Bowl crown but this past year Jimmy Spencer took home the trophy. Many NFL players aren't just casual players.



They play at training camp, on the road and at home.

To play off the popularity of the game

with the players, the Madden team this year decided to get players in on the front end of the game's development: All-Pro running back for the Detroit Lions Barry Sanders, All-Pro safety with the San Francisco 49ers Merton Hanks, and his All-Pro teammate linebacker Lee Woodall, plus All-Pro offensive lineman Kevin Gogan, now also with the 49ers, stopped by to play the game and give their advice on how to make it better. These players are avid Madden fans and just wanted to help out anyway they could; after all, they are the experts.

John Madden and Pat Summerall are both NFL fan favorites and they have been working together since 1981. They're both back in Madden NFL 98 for the PS.

INSIDE MADDEN



Although Electronic Arts was relegated to the sidelines during the PlayStation's inaugural football season, the sports gaming giant finally got their X's and O's together and stormed onto the gridiron last year with Madden NFL 97. Was the game worth the wait? Over half a million PlayStation owners seemed to think so, as Madden scored impressive sales during last year's critical holiday season.

Rather than rest on their laurels, EA SPORTS has spent the off-season rebuilding their flagship football title from the ground up. We recently spoke with the sports gurus at EA to find out why this year's Madden is "smarter and faster than ever before."

The first thing they told us was although they were pleased with

Madden NFL

97, they

wanted the

follow-up to harken

back to Madden 93,

renowned for its playability and fun factor. To

achieve this, they made

three significant additions to Madden

NFL 98: a new "liquid AI" engine, a

refined "touch" passing system

and an enhanced "V-Poly" graphics

engine. So what does all of this

impressive-sounding jargon mean?

As a few hours' worth of game

time revealed, EA SPORTS has

created a

better-looking

and playing

title that more

closely mimics

the skills necessary to play

the game of

Madden is back and better than ever. If you enjoyed last year's game, this year's version is 10 times better.

football. For the sake of clarity, let's re-examine those three improvements individually.

Although Madden NFL 97 was the most advanced installment in the series to date, many gamers felt the game's AI (artificial intelligence) needed some tweaking. There were a few too many "money" plays in last year's version that often resulted in a train of computer-controlled defenders futilely following your back as you ran for an easy TD.



Tip passes and diving one-handed grabs are part of Madden NFL 98.





According to EA, this year's AI is far more adaptive or "liquid." Defenders now follow better pursuit angles and no longer defend a particular square of turf. To win at Madden NFL 98, the gamer has to know the relative strengths of his offensive linemen and follow his blockers, or he'll be stuffed for a big loss. In the producers' own words, "There are no 'money' plays, unless you call the wrong play."

So the ground game has been improved. That's a good place to start, but as any good football fan will tell you, plenty of games are won with a good aerial assault. Wanting to more

closely mimic the way a skilled QB connects with his receivers, the Madden team created a new "touch" passing system for those instances when neither a bullet pass nor a lob would work. Touch passes allow the gamer to pass over defenders with less fear of watching the ball float into the hands of a waiting defender.

According to the guys at EA SPORTS, "We're not big believers in [passing] meters and all that kind

of stuff. We believe that the Madden player inherently 'has game,'" stated Steve Sims, Madden NFL 98 producer.

"And game isn't how well you can read a meter. Game is the ability to touch the 'touch' pass."

Having ironed out a few of the game-play wrinkles, EA SPORTS then set their sights on making Madden NFL 98 the best-looking football sim to date. Rather than switch to a poly engine, which the developers unanimously agreed would be too slow to capture the game of football, EA instead created something they refer to as a "V-poly" engine. A bit of a misnomer, the engine doesn't handle polys at all. Players are still prerendered sprites, but they can now do many things that were previously possible only with polygons. Players are now dynamically shaded with interactive shadows, they reflect different light sources and even get muddy during games played in the rain. If that isn't enough,

the Madden team added tons of new player animations, such as sideline foot drags and one-handed grabs, depicting the game of football more naturally than ever before. Although CDs have tons of storage space, the problem developers grappled with in the past was hogging too much of the PlayStation's memory with player animations. After all, they needed as much space as possible for AI scripts and the like to make the game play as

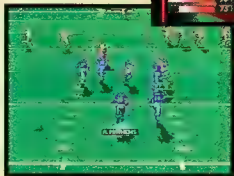
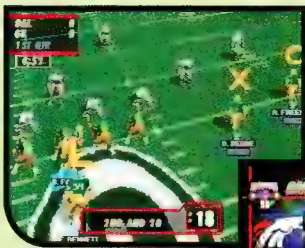


This year the Tiburon crew, in conjunction with the EA SPORTS Madden NFL 98 internal team, utilized their new "V-Poly" technology to enhance the player animations and improve the graphic look and feel of this year's game.



well as possible. According to the developers of Madden NFL 98, this dilemma is a thing of the past, after implementing something they refer to as "total dynamic loading." (Yes, more jargon). What this means is that the PlayStation's CPU covertly loads certain animations as they are needed, then kicks them out of memory. For example, when the computer registers a player injury, it seamlessly accesses the disc to find the proper animation of a guy rolling around on the turf in pain, then gets rid of it to free up memory for gameplay. EA SPORTS has talked a good

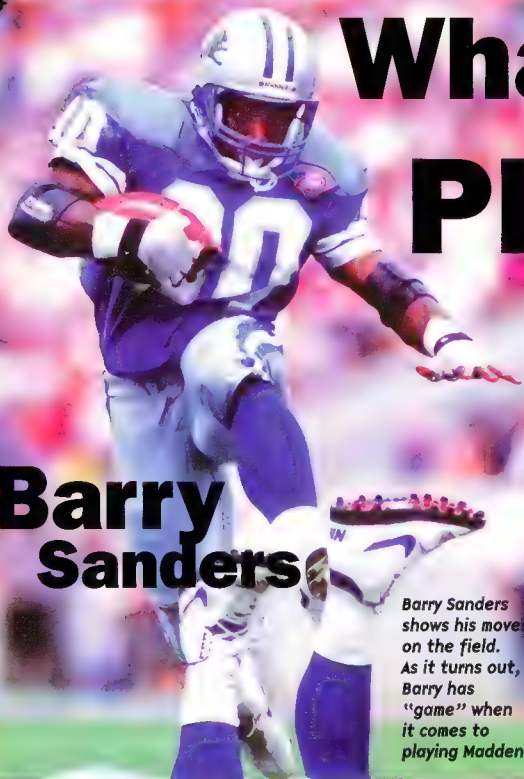
game, now it is up to you the gamer to decide if that is true.



What the Players Play



Barry Sanders

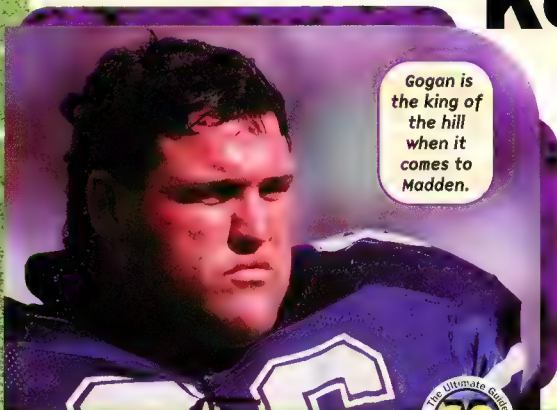


Barry Sanders shows his move on the field. As it turns out, Barry has "game" when it comes to playing Madden.

Q: What do you get when you put four All-Pro NFL players in a room and watch them go at it with Madden NFL 98 on the PlayStation?

A: One fired-up bunch of All-Pros talking trash and competing big-time!

Kevin Gogan



Gogan is the king of the hill when it comes to Madden.

"The last couple of years I've played for the Cowboys, the Raiders and now the 49ers. I've seen the different styles of play in the AFC vs. the NFC, and I worked with the EA team to let them know what I thought of each league's style of play. Each team I've been on had a big group of guys who played Madden, but I was always the best. I tried to get an early copy of Madden NFL 98 this year so I could get my game down. I said I would keep it in my cabin in the woods and nobody else would see it. They wouldn't go for it, though. I guess this year's game is top-secret."



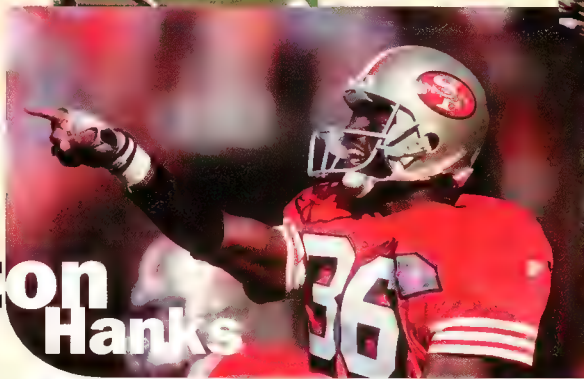
"As the safety, I'm kind of the quarterback of the defense. As the offense breaks the huddle and comes to the line of scrimmage, I need to let the guys know if their assignment just changed based on what I'm seeing. In Madden NFL 98 that needs to happen as well, and my input to the EA team will help make sure that happens in the video game. In the Madden game this year they are calling this 'liquid AI,' and that's exactly what it is. You flow, like liquid, to where you're supposed to be as the play develops."



The king of the quake helped point out a few things to help the EA SPORTS crew tweak this year's version of their football game.

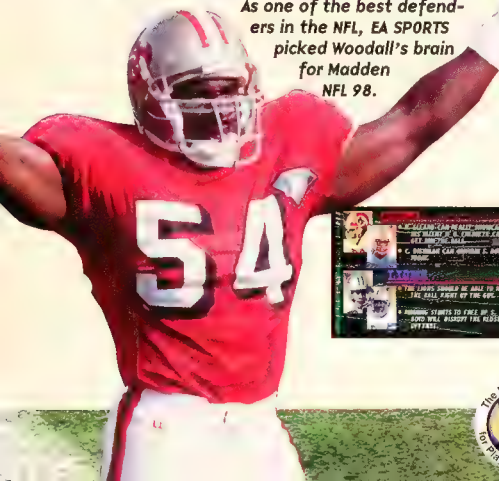


Merton Hanks



FIRST DOWN! The EA SPORTS Madden NFL 98 internal team struck a pose for the cameras recently with Red Cashion (center, holding ball), long-time NFL referee famous for his boisterous first-down calls. His voice can also be heard as the referee in this year's Madden game. We're not calling it taking a bow just yet, but from what we saw, this year's version of Madden is better than the previous one and the entire team should be happy about that.

As one of the best defenders in the NFL, EA SPORTS picked Woodall's brain for Madden NFL 98.



Lee Woodall

"I have to go up against the best offensive players in the business, so I have a pretty good idea of who is good and who isn't. The Madden production team really picked my brain to get into on which players in the league were the best at certain things. They

wanted to know who blocks the best, who has the best hands and who runs the best routes. They have their own ratings system they use to determine how good each player is, but they like to hear from guys like me who are actually in the trenches."

RESIDENT EVIL DIRECTOR'S CUT

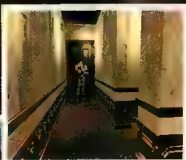
by Joe Rybacki

Capcom slices, dices and prepares to deliver a few choice cuts



It's doubtful that there exists a single PlayStation owner who has not at least seen Resident Evil in action—and few, to be sure, who have not dedicated a significant amount of time to playing the game. So when Capcom announced that they were releasing a "Director's Cut" of the record-setting game, many were skeptical that such a venture could improve on an already spectacular title. Would they put in adjustable camera angles? Would they rerecord the horrible voice-overs? Would they change the ending? Well, the answers are no, no and...maybe. (Oh, come on, you don't actually think we'd give that away, do you?)

In truth, the Resident Evil Director's Cut is four different games spread over two CDs. The first disc contains three versions of Resident Evil, inexplicably titled "Original," "Beginner"



Present mostly for the sake of those who never owned a copy of the original version, this game was most likely included in this compilation simply in an effort to make the collection as complete as possible. Japanese gamers may find it more of a curiosity, since the Japanese game (called Bio Hazard) was heavily edited for American consumption. If you haven't played through Resident Evil before now, work on this version first. You'll find a complete strategy in the June/July 1996 issue of P.S.X.

• Beginner

This is where things get interesting for American PlayStation owners. The "Beginner" game is the original Japanese version of Bio Hazard, complete and uncensored. A bit of warning: This game is extremely graphic. Seriously. Severed heads and limbs abound. Blood, guts, the eating of human flesh, it's all there. At present, the game is a completely accurate reproduction of the original, which means that all the text is in Japanese. This may change before the final U.S. version,

and "Arrange," names that are sure to change before the U.S. version is released. The second disc may actually be of more interest to fans of the original, since it contains a fully interactive demo of the long-awaited and much-delayed Resident Evil 2.

• Original

The "Original" game is nothing more than the American production version of Resident Evil, preserving in its entirety the blockbuster horror hit

however; otherwise, it would be doubtful that many American gamers would give it more than a passing glance.

• Arrange

OK, this is what the Director's Cut is really all about. Capcom picked up the original Bio Hazard and sliced it, diced it, blended it and shook it until they came up with a significantly different game. The setting is the same, with the same spectacular art and detail, but the monsters, items and puzzles have all been shifted around. For instance, the pictures below are shots of



Chris ponders gender roles in the wardrobe room, now accessible very early in the game.

the wardrobe room that could be accessed upon completion of the original Resident Evil. Now, Chris can enter the room very early in the game. Many other such changes are present, including new positioning of the monsters, the addition of more monsters and even a few new enemies. The result is that the game turns into a sufficiently new

"Blood, guts, the eating of human flesh, it's all there."

experience that even those who completed the first game (in some cases, *especially* those who completed the first game) may find more than a few new surprises.

In addition to the changes in item position and story order, the developers also added new, more cinematic camera angles designed to heighten tension and help disguise certain puzzles. Some new, haunting music helps add to the eerie atmosphere. To round out the collection of artistic changes, both characters are now equipped with new outfits, which can be exchanged for the originals in the aforementioned wardrobe room.

Dramatic new camera angles add an even more cinematic flair to an already spooky story.

Resident Evil 2

Perhaps taking a cue from Squaresoft, who packaged a demo of Final Fantasy VII in with Tobal No. 1, Capcom has decided to include a demo of Resident Evil 2 as a second disc in their Resident Evil Director's Cut package. This should excite those who have been eagerly awaiting word of the much-delayed title.

The sequel to Resident Evil was originally scheduled for release in March or April of this year. You're probably aware that it didn't make that date. It was then pushed

walking zombies hungry for human flesh. Only two people in Raccoon City have survived this dreaded disease. One, a rookie police officer named Leon Kennedy, finds himself somehow immune, and holes up in the police station in an attempt to defend himself from the growing menace. The other, a young biker named Eliza Walker, rides into town from parts unknown and heads for the police station, thinking it may be a safe haven. Now, they must battle their way through the streets of Raccoon City in an attempt to find an antidote for the inexplicable disease—or at least some way out of this waking nightmare.

The graphics in Resident Evil 2 are superior even to the original, with incredibly realistic environments taken from everyday life. The many rooms of the police station should eventually open into adjoining buildings and onto the streets themselves. With the way the development has been going (the delays and such), it's not surprising that Capcom is remaining rather tight-lipped about final features. But more information will arise as the release date nears.

Why a Director's Cut?

Many gamers may wonder what the advantage of purchasing the Director's Cut



"Turn out the lights, and prepare to be frightened all over again."

forward to October 1997. And guess what? Capcom announced that it wasn't going to make that one, either. Now billed as "the most anticipated game of '98," it seems that the company has decided not to set another "official" date. Still, the sequel to such an amazing game is certain to be worth the wait.

Unlike the original setting of a somewhat rural mansion, Resident Evil 2 will be set in the heart of Raccoon City. It seems that a horrible disease (one created in the laboratory of the original mansion, perhaps?) has spread throughout the residents of Raccoon City, a disease which slowly consumes the bodies of humans, transforming them into



may be, especially those who already own a copy of Resident Evil. There are a number of answers to that question. First of all, if an interactive demo of Resident Evil 2 isn't enough to warrant a purchase, then you had no business buying Resident Evil in the first place. Go back to your knitting, please. Second, any fan of the American version must surely be interested in the original uncut Bio Hazard, even if the text is in Japanese; there's a lot of footage missing in the original American version. And finally, the fact that the game has a suggested retail price of under \$40 makes it clear that this is no simple indulgence on the part of the game's designers. Now, Resident Evil first-timers will probably get the most from this compilation, but anyone even remotely interested in the game is sure to find something of value. So turn out the lights, and prepare to be frightened all over again.

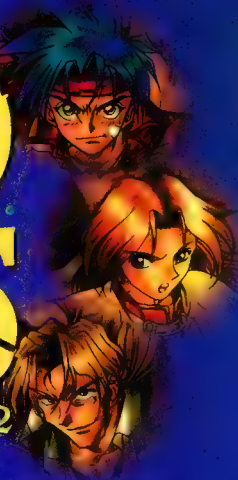




WILD ARMS

By Dave Males

Part 2

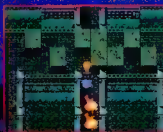
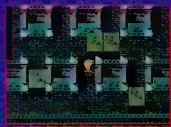


Still trying to save Filgaia from the Demon onslaught? Last issue we walked you through the first half the game, pointing out the basic strategies for surviving each adventure. As your party continues to explore their battered world, we will guide them to all of the essential areas. Along the way, there are plenty of hidden items to help equip your characters with the most powerful armor and weapons. Retracing your steps in a game of this size is important and we will help to point you in the right direction. The final battle for Filgaia is at hand and with the help of this strategy guide, your victory is ensured.



Dragon Shrine

Having defeated Mother, go to Rosetta and speak with the mayor to learn about the vortex to the east. Sail to the vortex and enter the Dragon Shrine. You will come to an area of easy puzzles that will give you several Crest Graphs, a Shining Cape and the



Vase Tool for Cecilia. Use the Vase to put out the fires and reach the Sea Dragon. Lady Harken will make an appearance here. Fight her to gain the Triton Rune and another Fast Draw technique, Guilty Blade. You will now be able to sail about in the Outer Ocean.

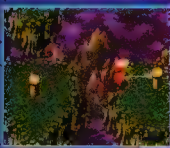
Demon's Laboratory



Sail east of Arcadia to find the island housing the Demon's Laboratory. Destroy the generators to neutralize the floor traps. Rudy will find his Baroque here, as well as an Energy Saber. You will come to four small doors with a main door in the middle. Fight the monsters in each room to access the Demon Archives. The room on the far right reveals that the Door Lock ID Code is "Demon Gate."

Lady Harken is guarding the fake Tear Drop and you must fight her. Jack will get a hint for Magnum Fang.

Wandering Isle



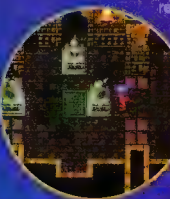
You will first need to travel to the Forgotten Ruins, located straight west from Court Seim. The Giant's Ocarina will allow you to summon the Earth Golem from anywhere on the map. Now head southeast to the Wandering Isle. You will need to use Jack's Grapple to traverse these floating islands. Explore the various routes to locate treasure chests, heading to the left to reach the exit. Once you have successfully navigated through this area, you will come upon a shallow lake. Use the Ocarina to summon the Golem and cross to the Dead Sanctuary.

Dead Sanctuary

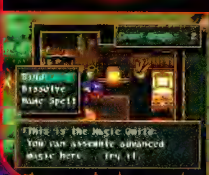
Use Cecilia's Vase to put out flames blocking your path. Choose the path to the right and push the statue to get through. In the next room, you will need to push the statues onto the square in the middle to open the doors. Use Rudy to get through the wall in the middle to push the statue onto the switch. Read the plaques to obtain clues.



Work your way through the maze until you reach the four colored statues. Push the red statue to the left, the blue statue to the right and the gold statue in the middle. The light blue statue needs to be destroyed to open the door. You will meet Boomerang and Luciel again. Fight them to obtain the Dragon, Goddess and Lion Idols, which will give Cecilia her High Guardian Force. Continue into the next room for Jack to learn the Shadow Bind technique.



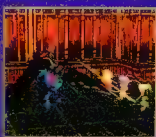
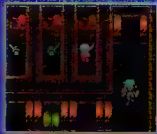
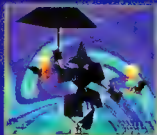
Advanced Magic



You will be able to learn advanced spells from any of the Magic Guilds and from the hidden Isolated Guilds in Filgaia. You will want to replace some of your simple spells with these new, more powerful ones. Teleport and Saint are two of the most useful spells to acquire.

Gate Generator

A Demon invasion awaits your party as they emerge from the Dead Sanctuary. You will fight a battle and then be transported to the Gate Generator. As you explore, you will encounter Zed and spend the rest of the time chasing him throughout the level. Use the Grapple on Zed to get across the dropped floor. Use the switches to turn off the electrified floors. Make sure to check around for chests before you pursue Zed. When you reach the room with the four doors, make sure the third door from the right is closed when you throw the fourth switch, otherwise Zed will trap you. Zed is waiting for you with the



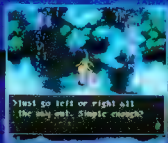
Golem, Diablo, Slash Rave, Twin Golem and Freeze work well against him. After you defeat him, the locked door can be opened with any password. Now you must battle Zeikfried. The cinema after you beat him will tell you to head to Rosetta to help Rudy.

The Elw World

Go speak with Mander in Rosetta and she will help you reach the Elw Dimension. Travel to the Forest Mound and your party will be transported. You will be met by a party of Elws and taken to Targon Village. You must go through the Forest Blade to reach Vassim, the creator of the Guardian Prison. In Targon there is a building with four Elw in it. One will give you the Spirit Key to release the Life Guardian from the Forest Prison. At this point Jack and Cecilia are the

only ones you have control of. Follow the advice of the squirrel to make it through, but be sure to explore thoroughly, there are plenty of chests to be opened. Treasures include new armor and several Crest Grachs.

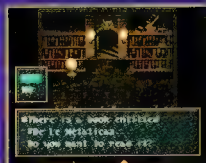
Release the Life Guardian from the large purple chest and follow the glowing sphere to receive the Life Rune. Vassim will tell you he needs the Life Force Guardian and the Illusion Guardian. You already have the Life Rune and the Illusion Guardian can be found in the Hidden Library at Curan Abbey.





Book De Le Metallica

Return to Coran Abbey and read the Book De Le Metallica. You will be warped to the world of the Guardian of Illusion. There is a door that will not let you through. Walk counterclockwise, checking the door each time until it opens. Follow the stairs, picking up all of the books that you come across. There are nine of these "Songs" to pick up. Jack will get a hint for Phaser Zap when you have all of them. To open the sealed door you come to, go down to the area



with five chests. Open only the third and fourth chests from the left and then go back to the sealed door. You will now be able to enter. Eventually you will come to a series of doors and have the option to either go to the right or left. The order in which you need to go through the doors is: Left, Right, Right, Left, Right. Finally you will encounter Duras Drum, who will give you the Hades Rune. Return to Vassim's to restore Rudy to



good health. Once Vassim repairs Rudy's arm, go upstairs and see him. This will lead to a cinema sequence and into a one-on-one battle with Elizabeth. Cecilia will have the best luck casting Saint. Defeat her and you will gain the Love Rune. Before you go back to Filgia, have Rudy speak to Vassim to obtain his Fury Shot Force.

The Ancient Arena

The Ancient Arena gives your party the opportunity to fight up to four opponents in a row. Each adversary you face gets progressively harder. You may quit the contest after you defeat any of the monsters, each one giving you a different reward. The creatures you fight and their respective rewards are as follows:

Boomerang - 10 Heal Berries, 1 Goat Doll and 1 Lucky Card

Bookworms - 1 Power Apple, 1 Hardy Apple, 1 Mystic Apple, 1 Agile Apple and 5 Potion Berries

Juggernaut - 3 Secret Signs, 10 Magic Carrots and 1 Ambrosia

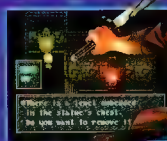
Overseer - 1 Duplicator, 3 Nector and 1 Full Libra

Break the blue glass with Rudy's Power Glove to reach Angol Moa. You will need five Duplicators to reach him and upon his defeat, you will receive the Juggernaut.



Gemini's Corpse

Professor Emma finished the Protowing, but it needs two Gemini Circuits to reach its full potential. Fly to Gemini's Corpse located just south of Arctica. There is a hidden room at the entrance containing a Fast Draw hint for Cosmic Nova.

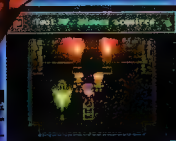


Look for orange jewels embedded in the chests of statues. Placing them in other statues will open doors for you. Keep in mind that you can always remove them after they have been placed. One of these statues will reveal a hidden room containing the Phaser for Rudy. Other important treasures include the Black Pass and Pouch. There are a total of four jewels, so be sure to search the area thoroughly. After you move the pair of statues, your party will fall into a pit. This is where you get Rudy's



Power Glove Tool. Use it to knock chests off of objects and punch items across gaps. The Gemini Circuit is guarded by a Mech Drake.

I recommend using Saint and Rudy's new Phaser to beat him and obtain the Gemini Circuit. Head back to Adlehyde when you've accomplished this. You will learn that the second Gemini Circuit has been lost at sea. Head to



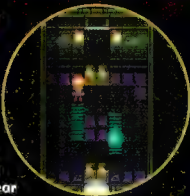
Boomerangs Always Return

After defeating Boomerang and Luceid at Ka Dingel, return to the Ancient Arena to face him one last time. Boomerang is considerably more powerful, so I would suggest equipping your party with Goat Dolls to help defeat him more easily. You will receive the Divine Blade when you are victorious.



Heaven's Corridor

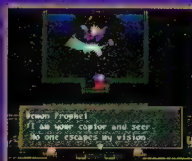
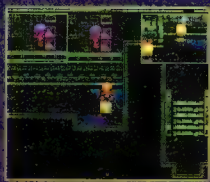
The Heaven's Corridor is directly west of Adlehyde. In the room to the right, search the vases to find a switch that unlocks a door. You will encounter traps that will warp you to the beginning of the level. They always appear in the same place, so note their location to avoid them. A Duplicator Key is required to make it through. The floating gems need to be caught to get out of the rooms. For some you will need to walk around in a circle, while others require you to use the Power Glove. When you pass between two trees, use the Tear Drop to get Dual Cast.



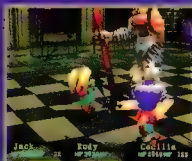
make it through. The floating gems need to be caught to get out of the rooms. For some you will need to walk around in a circle, while others require you to use the Power Glove. When you pass between two trees, use the Tear Drop to get Dual Cast.

Pandemonium

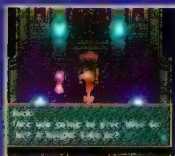
Pandemonium is a castle located directly south of Court Seim. Alhazad has been waiting for you and you must look horns with Turask, but he should only need four or five rounds to beat. Once you have defeated him, your party will be separated and imprisoned. At this point, you will take control of Hanpan to find the switch to open the cells. The room you are looking for can be found by continuing to go up and to the right. When the doors are unlocked, you will need to bring the party



together. A good method for getting through this is to switch between characters whenever you open a door or hit a switch. Move that character as far as they can go and continue doing this until you're reunited. Rudy will come across the exit guarded by the Demon Prophet. You can't beat him alone, so wait until the party is back together. Don't forget to check for hidden treasure rooms before you leave the dungeon area. Continue to the top of the castle. As you near the Darkness Tear, you will be confronted by Shazam. He shouldn't give you much trouble at all. Now you must watch the Black Tears' destructive powers.

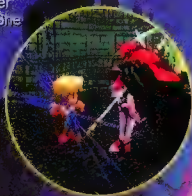


Arctica Castle



Head to Arctica Castle to help Jack finish some business with Lady Harken. There are two doors requiring Duplicators; each contain two Secret Signs, but they are not essential to getting through this area. Outside in the courtyard, Rudy will find the Wild Bunch ARMs. When you find the throne room, search the throne with Jack. He will receive the Black Feral sword and a

hint for his Void attack. Jack will encounter Lady Harken and must battle her alone. She will not pose a problem for Jack at this point. You will receive the Courage Rune after you defeat Lady Harken. Be sure to collect the Boom Getter from the room on the left. As you emerge from the castle you will see the rise of the ancient tower of Ka Dingel, the next destination of your quest.



Black Market

Looking for the Black Market? Once you have the Black Pass, go to the shop that sells weapons and herbs in Adlehyde. Check out the bookcase to reveal the entrance to the market. Perhaps the most important items you can purchase here are the Goat Dolls. Used against a powerful adversary, these items can save a member of your party from losing their life.



STRATEGY Xtra

Ka Dingel

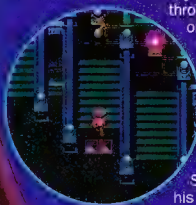
Ka Dingel is located straight south from Adienyde. You need to use the Earth Golem to reach it. Boomerang and Luceid are waiting for you at the entrance. Once you beat him, he will allow you to enter.

Go back outside to find the Saber Fang. Once you go up the first flight of stairs, there are two switches you need to hit. One will open a door and the other will produce a statue. Push the statue onto the square to open the door leading to the next floor. Go up the stairs to the right and push the statue down the hole. Now go downstairs and move that same



statue into position on the left side of the door. You will come to the room with three switches on the floor. Go around and hit the one on the far right and in the middle. Drop down and throw the lever on the right side of the door. Eventually, you will come to a couple of doors that will need to be opened by Rudy placing a bomb next to the purple spheres. When you reach the eight

levers, you will need to go through them in this order: NW, SW, SE, NE, W, S, E, N. As you approach the Dimensional Elevator, Alhazad will appear to stop you from going to Malduke. He is very susceptible to Saint. Jack will gain his Double Attack Force when you defeat Alhazad.



The Abyss

Travelling to the Abyss can be a little tricky. Go through the Elw pyramids and as you approach the teleporter, use Rudy to punch the area right in front of it. Enter the teleporter and you will be



transported to the Abyss. Don't even try this if you don't have the Guitar or



Duplicators—you'll need them to get through the level. To move the statues, throw the first, second and fourth lever. When you reach the room that requires Jack's Grapple, look for chests containing an Orb of Life and Mystic Slate. You will need to play the Guitar to summon Raguragula. He can be tough, especially if he attacks with his Volcanic Bomb. Defeat him to receive the Sheriff's Star. If anything, come out of the Abyss with the Orb of Life and Mystic Slate.

Scattered Runes

Chrono Rune: After donating 100,000 gella to Adlehyde, go to the pub and get the Dissello from a man there. Go to the ruins near the Baskar Village. Think of the ruins as a compass and use the Dissello in the following order: NW, SW, SE, NE, W, S, E, N. The Illusion Temple will appear with the Chrono Rune inside.

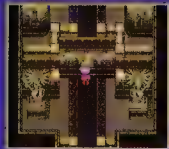
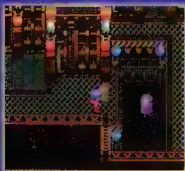
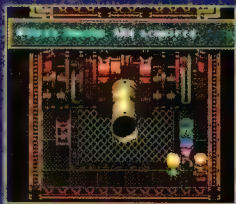
Sword Rune: It is found just west of the Giant's Cradle at the Ancient Altar.

Star Rune: Return to the original site of the Photosphere to obtain the Star Rune.

Malduke

Upon reaching Malduke, take the stairs to the left and flip the switch that turns off the floor traps. Return and take the stairs to the right. Search this level thoroughly to find Jack's final Tool, the Guitar. When you come across the flashing red "X's" on the floor, use Hanpan to safely clear a path for your party. Enter the tubes to get to other areas. The tube system to the right will lead to Rudy's final ARM, the Arch Smash, while the one to the left will lead to a lever to open the door into the next area. The second tube system you reach is much more extensive. Searching to the right should reveal a statue, giving Jack the

last of his Fast Draw techniques, the Truina Card. When you come to a catwalk preceded by more of those flashing "X's," make sure Jack has his Grapple ready. You will need to grab onto a post before you reach the end of the catwalk or you'll fall off. The door to the right will lead to the transport room. Throwing the three levers will give you access to the following areas: Area 21 (Blue)—The Statue Area, Area 31 (Green)—The Residential Area and Area 41 (Red)—The Mine Area. You will need to collect the eye, wings and armor to enter the doorway leading to Area 51.



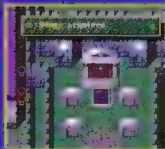
Area 21: You will need to cover the same ground several times over, flipping switches and removing obstacles as you go. Your goal is to hit the floor switches to move the two statues blocking your way to the chest containing the Arms. The chests contain the best body armor that you can find in the game. You will also find the path leading to the Golem Lucifer directly down from the slate referring to him. He is tough! Equip yourself with Goat Bolls to make this more tolerable. Defeat him to gain the Jade Wilder.

Area 41: Go down and to the right until you reach the 1st area. There are two sets of stairs here. Take the one to the left and grab the Eye in that chest. All of the other chests contain fake Eyes. To see if you have the real one, uncover the eye carved in stone. If it glows blue, you have the real eye. You can also face the Golem Sado here. Sado will leave you with a Braver Vest if you defeat him.



Area 51: The real wings, Arms, and Eye to open the door to Area 51. Make sure you are fully loaded when you enter. You will first battle Doomday. He's just a nuisance. Beat your party down. Heal up and continue on your way. You will reach a room with a roaring

spirit. You must enter it to fight the Golem Bental, before you can go any further. If you don't know you are well enough equipped, there is a Dimensional Elevator back to Ka Dingel. You have now reached the final battleground. If you don't know who to fight now, there's no help for



Area 31: The Residential is simply there to drive you crazy. You can't enter any of the houses and everything said by townspeople is a lie. Go straight to the graveyard and search behind the monument. You will find the Wings there which is the only thing I found.



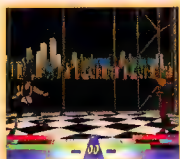
Tricks of the trade

by Dave Malec

Do you have a trick or want a tip on your favorite game? Let us know—write us at:

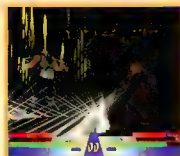


Tricks of the Trade
1920 Highland Ave.
Lombard, IL 60148



Battle Arena Toshinden 3

Normally, the game will only allow you to perform a couple Soul Bombs within a match. Well, here is a trick to access Infinite Soul Bombs. Just begin a match and then press Start to pause. Then enter the KeyConfig Option and change your L1, L2, R1 or R2 keys to Soul Bombs. Then go back into your game, press the button you configured as "Soul Bomb" and press X at the same time. This will activate the Soul Bomb. By continuously doing this procedure you can perform as many Soul Bombs as you would like to keep your opponent from even laying a hand on you!



War Gods

Various Cheats

From the Title Screen, go into the Options and move down to the "Game Code" Option. Using the Square, X, Circle and Triangle buttons, change the numbers of the four-digit password to match one of the codes as shown below.

Free Play: 0788—Character will continue on the Options Screen.

Player 1 Invincible: 2350—Invulnerability for player one.

Player 2 Invincible: 1224—Invulnerability for player two.

Player 1 Extra Damage: 7877—Player one causes more damage.

Player 2 Extra Damage: 3901—Player two causes more damage.

Quick Finish Game: 4350—Finish the game after killing only one CPU player.

Easy Fatalities: 0322—Pressing High Punch+Low Kick triggers a fatality (fatalities must be on).

Grox: 6969—Character will be Grox as Grox.

Exor: 2771—Character will be Exor as Exor.

Level 1 Select: 1000—Choose player 1, Level 1.

Level 2 Select: 1001—Choose player 1, Level 2.

Level 3 Select: 1002—Choose player 1, Level 3.

Level 4 Select: 1003—Choose player 1, Level 4.

Level 5 Select: 1004—Choose player 1, Level 5.

Level 6 Select: 1005—Choose player 1, Level 6.



Need for Speed 2

Camera Angles

There are 16 different camera angles while racing? Well, here's a cool code to enter that will allow plenty more angles.



Stage Select/ Expert Mode

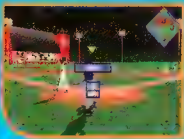
Buster Bros. Collection

Use this method to get the Stage Select. After the Title Screen, press Start and you'll get to choose between three games. Choose "B. Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies Title Screen appears, choose a one- or two-player game. On the Select Game Screen, go to Normal Game and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear! You can choose any set of levels; even the end level which is 50! To get the expert levels, get to the Select Game Screen again and move to the Normal Game. Using controller 1 and 2, press and hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!



Triple Play 98

Various Charts



Killer Cheat Codes

Go into the game, and while you're playing, enter these cheats with the controller for various results, but don't pause the game before you enter them:

MEGA WOW—(Weapons, Energy and Shields)—Square, Triangle, Circle, Square, Triangle, Square, X, Square, Circle, Triangle, Square, X.

ALL KEYS—Square, Triangle, X, Triangle, Circle, Triangle, X, Triangle, X, Triangle, Square, X.

INVULNERABILITY—Triangle, X, Triangle, Circle, X, Triangle, Square, X, Triangle, X, Circle, Triangle.

CLOAK X, Triangle, Circle, Square, Circle, Triangle, Square, X, Triangle, X, Triangle, Circle.

FULL SHIELDS—Triangle, X, Circle, Square, Square, X, Circle, Triangle, Square, X, Circle, Square.

GO WINGNUT—Triangle, Square, Circle, Triangle, X, Square, Triangle, Circle, Square, Triangle, X, Circle.



TURBO Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X, Square.

EXTRA LIFE—Triangle, X,
triangle, X, Square, X, Circle,
le

ROBOTS FAST, FIRE SLOW Triangle, X, Square, Square, Triangle, Circle, Square, X, Circle, Square, Triangle, Circle

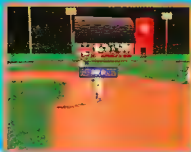
NEGATIVE COLORS—Triangle, X, Circle, Triangle, Square, Circle, X, Triangle, X, Triangle, Circle, X.

ACID COLORS—Square, Triangle, Circle, Square, Triangle, Square, X, Triangle, X, Triangle, Circle, X

MEGA WOWIE ZOWIE—Triangle, Square, Circle, X, Triangle, Square, Triangle, X, Triangle, Square, X, Circle

ALL ACCESSORIES—Square, Triangle, Circle, X, X, Triangle, Square, X, Circle, Square, Circle, X.

HELLO MINNIE—X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle.



Tricks of the trade



MechWarrior 2

Ever run into the problem of overheating in your 'Mech? Thought so. Well, this one will take care of that nuisance. Just enter the following password at the Password Screen and begin your game.

For extra Heat Sinks enter:
#XX0/A4>Y+

Soviet Strike

Just go to the Password Screen and enter any of the following for various results:

For Four Attempts enter:

SADISSA

For Infinite Fuel enter

EARTHFIRST

For a Peaceful World enter:

QUAKER

For Infinite Ammo, Fuel and

Invincible Chopper enter:

MIDNIGHTOIL

For infinite Ammo, Fuel and

Attempts enter: FUGAZI

Disruptor

A few months ago we covered the weapon, ammo cheats and several level passwords in the game. Here is just one more that you should find helpful: Invincibility! Just go to Map Screen, when within a level and turn 'Real Time' off. Then press: Circle, Circle, Square, Circle, Triangle, X, X, Circle. Continue your game and take on your enemies with no worries.

Norse by Norsewest

Here are the passwords through level 31 so you can complete this game. Access the Password Option and enter the codes as shown. (Be sure to account for the numbers mixed in with the letters):

Level 01. **NTR0**
 Level 02. **1STS**
 Level 03. **2NDS**
 Level 04. **TRSH**
 Level 05. **SW1M**
 Level 06. **WOLF**
 Level 07. **BR4T**
 Level 08. **K4RN**
 Level 09. **BOMB**
 Level 10. **WZRD**
 Level 11. **BLKS**
 Level 12. **TLPY**
 Level 13. **GYSR**
 Level 14. **B3SV**
 Level 15. **R3T0**
 Level 16. **DRNK**
 Level 17. **YOVR**
 Level 18. **OV4L**
 Level 19. **T1N3**
 Level 20. **D4RK**
 Level 21. **H4RD**
 Level 22. **HRDR**
 Level 23. **LOST**
 Level 24. **OB0Y**
 Level 25. **H0M3**
 Level 26. **SHCK**
 Level 27. **TNNL**
 Level 28. **H3LL**
 Level 29. **4RGH**
 Level 30. **B4DD**
 Level 31. **04DY**

Brahma Force

To make this game a little easier, put in this trick. Go to the Title Screen with the "Press Start Button" flashing. At this screen, hold Up-Right+X+Square. While holding these, press Start. You'll hear a slightly different selection sound than normal. Begin your game and you will notice some new aspects about the level. The enemies will be easier to kill, you have more time to complete the level and the enemies will leave more powerful items behind. This will make the game less challenging, but it will give you the advantage to win it with a little more ease.



Peak Performance

Hidden Cars

From the Primary Selection Screen, choose IP Race. On the next screen, highlight and choose the "Car Select" Option. On the Garage Select Screen, highlight Garage A, hold button L1 and press Circle. Next, highlight Garage B, hold L1 and press the Circle button. Then highlight Garage C, hold L1+R1 and press Circle. This makes you go back to the Car Select Option. Go back into the Garage Select and you will see a new option under Garage D. Look inside Garage D for three new cars to choose from. Also, highlight and access the new Special Option to see the new vehicles in the back of the garages. You can choose to race with a bus, semi truck, ferrari or a motor scooter. Choose any of the vehicles to make it an interesting race!



Wing Commander IV

Cheat Mode

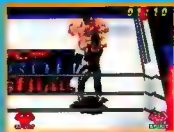
This trick will give you a Level Select with a "Cheat Kill" Option. To access this Cheat Mode enter the code: **Up, Down, Down, Up, R2** at the Wing Commander Copyright Screen. If done correctly, you will be taken to the Level Select Screen. Choose your level using your throttle buttons. Then begin your game. To use the "Cheat kill" and destroy enemy ships in a battle with one



shot, press: **L1, L2 and Square** simultaneously. Use caution with this cheat and do not use this on friendly ships or you might mess up your game.

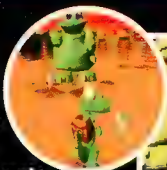
WCW vs. The World

Moves List



next month

There has been a Croc sighting. This is one game that will take a bite out of the myth that the PlayStation doesn't have a Mario killer.



coming attractions

Behind The Scenes of **Croc**

We'll give you an exclusive look at the making of Croc. We take you to the swamp and let you see what went in to what should be one of the best games ever made for the PlayStation.

Tekken 3

Tomb Raider 2

Deathtrap Dungeon

Quarterback Club '98

Strategy X-tra

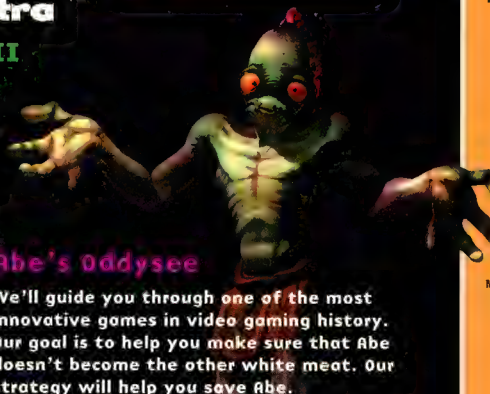
Final Fantasy VII

If you want the most extensive FFXVII walkthrough on the planet, you don't need to look any further than the pages of P.S.X.'s next issue.



Abe's Oddysee

We'll guide you through one of the most innovative games in video gaming history. Our goal is to help you make sure that Abe doesn't become the other white meat. Our strategy will help you save Abe.



Brett Favre

NFL QB Club '98

We kick off this year's football season view with Brett Favre, the man who delivered the Green Bay Packers to victory in Super Bowl XXXI.



* Editorial coverage subject to change.

P.S.X.

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**IF BATTLING THE
CYCLOPS AND THE
FOUR-HEADED HYDRA
ISN'T FUN ENOUGH,
YOU CAN ALWAYS
GO TO HADES.**





◀ In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

➔ Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.)



In *Herc's Adventures*, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER.

You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But,

you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says "Challenging bosses, humorous anecdotes, and gigantic landscapes - *Herc's* has it all." In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.

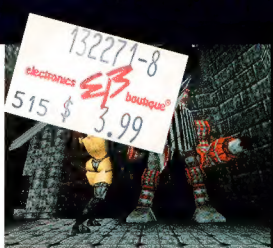


◀ So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

➔ Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors.



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